

Marc MAZERIN 3D Generalist / Technical Artist

Portfolio & 3D gallery - www.lookcloser.fr

Personal details

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Age // 27

Please check my latest works on my portfolio : www.lookcloser.fr

Profile

Passionate about computing, graphic design, programming, virtual reality and gaming

I completed a BSc degree 3D Technical Artist at the UIT of Clermont-Ferrand, France, after a two years university degree in Multimedia and IT.

I've built my experience upon contracts from all around the world, learning and improving companies. I am efficient in 3D graphics, real time 3D with programming, communication, and any kind of specialties referring to 3D work and IT. I also attended artistic programs, and I have been practicing this field since my earliest childhood.

Key Skills

Character Modeling, character concept and character art, lowpoly and high poly, cartoon and realistic modeling. Real time 3D programming, motion design, and programming.

Polyvalent and fast learner. Fluent in french.

Software : Unity - UDK/Unreal Engine 4 - 3DsMax - Zbrush - Cinema 4D - Realflow - 3D Coat
Adobe : Photoshop, Premiere, After Effects

IT Languages : C# - JavaScript - WebGL - Python - HTML5 - CSS3 - PHP - SQL - JQuery.

More : Fluent in french and great level in english, I have been living in London during a year.
Clean European driving licence.

Professional Experience

November 2017 : Released personal game on Steam platform : **DROP VR AUDIOVISUALIZER.**

July 2017-December 2017 : Graphics, motion design, communication, software programming and webmaster.

Company : SVSI - <https://www.svsi.fr/>

January 2017-May 2017 : Graphics and UI for mobile game «Crunchy Jump».

Company : Lunatek Studio

July 2015-December 2016 : Graphics, motion design, communication, software programming and webmaster.

Company : C.E.A - www.cea.fr (French Alternative Energies and Atomic Energy Commission).

May/ july 2014 : Technical artist. 2D & 3D graphics, animation and programming.

Game released : Fanstastics adventures of Max 2, IOS, Android and Windows.

Plus a lot's of 3D modeling and programming using webGL and Unity.

Company : Maskott (educational purpose) - www.maskott.com

May / july 2013 : Technical artist. 3D graphics, UI, animation and programming applied to virtual reality (C.A.V.E environment).

Company : Montreal's Obtometric Laboratory for government research purpose

Education and qualifications

2011-2014 : BSc degree in 3D Technical Artist field with an option in multimedia and I.T. at the U.I.T. of Clermont-Ferrand, France. With honours.

2010 : 1 year university degree in Information Technology of programming at the U.I.T. of Grenoble, France.