

Work Experience

Lead Artist at Interface Multimedia	Oct. 07 - Present
Responsible for the overall look of a 3D project. Determine the type of lighting to be used for a specific project. Teach and train staff members in the proper use of the various tools. Test new technology prior to implementation in the studio. Create library of tools and assets, models, textures and light setups. Taking care of the renderfarm and any software/hardware issues	
Team Leader at Interface Multimedia	Mar. 05 – Oct. 07
Coordinates with the entire project team of modeling and rendering artists to tackle the most complex issues for a project and assigns the tasks to the appropriate team member. Conducts monthly creative staff meetings on best practices for each speciality. Conducts Weekly projects meetings to establish progress on current work, develop new work plans, and assign task oriented work. Taking care of the renderfarm and any software/hardware issues	
3D artist at Interface Multimedia	Mar. 02 – Mar. 05
Work closely with the senior team manager to ensure projects success. knowledge of 3D modeling and rendering skills. Analyze and understand a set of architectural construction documents. Help clients visualize their future projects by creating and texturing precise 3D models.	
3D Modeler Intern at Balfour	Sept. 01 – Dec. 01
Development of interactive 3D visual scenes for the Bethpage Black Golf Course. Application of 3D modeling techniques to a real world 4D visual application in event planning and logistic MGMT, (Supported by NYS Dept. of Transportation). Low-polygons modelling and texturing for realtime simulations.	
3D Artist at Gallix - - Freelance	Jun. 01 – Dec. 01
Creation and animations of a 3D character in a detailed realistic landscape for a possible TV series. Creation of a bone structure to animate the 3D character.	
3D Artist at PlasmaStudio - Freelance	Jun. 00 – Sept. 00
Creation of 3D objects and a landscape to recreate a realistic view of Mars in the future.	
Graphic Designer for Pierresoft - Freelance	Sept. 00 – Sept. 00
Advertisement for Web Construction Kit software. Splashscreen for Adesign software.	

Awards/Publication

Artwork featured in Expose 7, 2009 - Excellence Product Design
 Artwork featured in Expose 6, 2008 - Excellence Architecture
 The Pixelator award from Interface Multimedia, 2007
 2 artworks featured in Expose 5, 2007 - Excellence Environment
 5 unparalleled Years award from Interface Multimedia, 2007
 Artwork featured in Expose 4, 2006
 The Pixelator award from Interface Multimedia, 2005

Education

Briarcliffe College - Bethpage, NY - December, 2001
 A.A.S. / Graphic Design - Dean's list - 3.86 GPA
 Fluent in English and French - French and American Citizenship

Computer Skills

3D : Lightwave 3D 9.6, 3D studio Max 2010+Vray, Zbrush 3.5, FormZ 5.5, EIAS 6, Multigen creator, Revit.
 2D : Adobe Photoshop, After effects, Premiere, illustrator, Flash and other softwares from CS4's suite.
 QuarkExpress passport4, macromedia Director 7, Dps Velocity.

