

Matthieu BOISSINOT

GAME DESIGNER - 3D Artist

boissinotmatthieu.wixsite.com/webportfolio

PROFESSIONAL EXPERIENCES

February -June 2016 : 3D Artist and Game Designer

- Research in Romania where I established the feasibility of a Touristic VR app for the city of Brasov.
- Involvement in the creation of an educative app on Brasov's history.

September 2015 - Currently : Freelance 3D Artist

- Multiple works for architects and real estates. I'm making virtual tour to make sale easier, I also work on AR ads projects.
- Constant learning of new skills.
- I'm working on my own virtual app with customization options for buildings.
- Partnership with a programmer for a mobile game project.
- 3D assets realisations for swiss advertisement.

2014 : 3D Intern at SoDenada - Toulouse (3 months)

- Complete modeling of a highschool for a website.

Since 2007 : temporary work every summer

- multiple jobs and activities, from building sites to home care service provider and catering. Every skills acquired are regularly used in my projects conception design.

EDUCATION

2017 : «Formation 245h» in Tours's Chamber of Trade - France (37)

During this course, I learned new skills as :

- business plan establishment
- marketing and customer targeting
- customer research
- product maintenance and evolution

2011 - 2015 : ETPA/ESMA - Toulouse 31

Game Design training for 4 years, I gained skills such as :

- game design
- 3D modeling
- academic drawing
- PAO
- script writing
- motion design
- prototyping

2007 - 2011 : IUT Génie Electrique Informatique Industriel - Tours 37

- printed circuit board conception
- electrical security
- engine programming
- Physics and Electronics

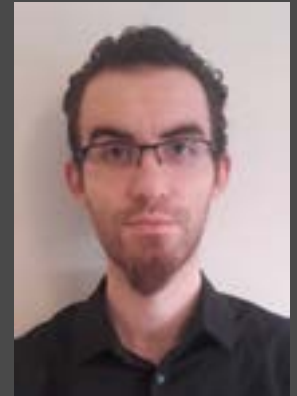
AWARDS

2015 : ETPA Game Designer Grand Price

- we won the jury's grand prize for our game «Ascalon» a space shooter.

2014 : 3rd Prize at «Game à Niaque 2014» contest

- a contest presided by Christophe Heral, Frédéric Raynal, Paul Cuisset and fabien Delpiano. Our game «Deckartes» also won the public prize during the Toulouse Game Show (TGS) 2014.



CONTACT

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COMPÉTENCES

Unity 3D

Unreal Engine

3Ds Max

Substance Designer

Suite Adobe

C++

Anglais

Espagnol

CENTRES D'INTÉRÊT

- Video Games
- Science Fiction litterature
- Medieval Era
- Sciences
- miniatures modeling and painting (over 450+ models painted and 3 prizes).