

Romain Boitier

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France / Belgium
Date of birth: 12 April 1983

Computer Graphics Artist 3D / 2D

PROFESSIONAL SKILLS:

- Flexibility 3D/2D
- Critical analysis
- Creativity
- Mobile

EMPLOYMENT & EXPERIENCE

February 2015 -
Present

- **CG Artist 3D for L&Bee / Kompan (Brussels / Liège - Belgium) :**
Designing, Modeling, Rendering for kids playgrounds, design of theme/illustrations, creation of batch system for rendering and material library. Main clients : Mc Donald, Burger King, Quick, KFC

September 2014 -
February 2015

- **CG Artist – for Stephan Balleux (Brussels - Belgium) :**
*Designing, Modeling, Rendering for art prints for the artist Stephan Balleux
And 2 shorts movies for the art projet Agnosia.*

January 2013 – April
2014

- **CG Artist – for Studio Nick Ervinck (Brussels - Belgium) :**
Designing, Modeling, Rendering, for contemporary art sculpturs for the artist Nick Ervinck

April 2012 – August
2012

- **CG Artist – for Iceberg (Paris - France):**
Modeling, texturing, Vray shader, Lighting, rendering for photorealistic real estate videos

March 2011 –
April 2012

- **CG Artist – for 3DForDeco (Paris - France):**
Modeling, texturing, Vray shader, Lighting, rendering for decoration photorealistic pictures

January – September
2010

- **CG Artist – Real Time for DS Improve / Immeractive (Bruxelles - Belgium):**
*Modeling and texturing for a virtual tour of Bruges Beguinage's, production of Immeractive demo reel, design of interface for the 3D engine created by Immeractive
Project supervision - Technical Research - 3D production - Video Editing - Design*

November 2008 –
March 2009

- **Generalist CG Artist for Studio CLAMA (Troyes - France):**
*3D production of the luminaries « classic » catalogue for Fonte de Paris
Project supervision - Technical Research - 3D production*

August 2008

- **Student Volunteer Siggraph Los Angeles 2008 (U.S.A.):**
General support - Information - Ticket control - Schedule supervision

EDUCATION

■ 2008

European Diploma in Computer Graphics & Digital Imaging - 3D Specialist.
E.S.T.E.I. (University of Electronics, Computing & Computer Graphics) – Bordeaux (33 France)

■ 2004

MIASS (Mathematics & Computer Science Applied to Social Sciences)
Clermont-Ferrand University (63 France)

■ 2003

Baccalauréat (French equivalent of A-levels) in Science – Additional music course
Lycée Théodore de Banville (high school)– Moulins (03 France)

COMPETENCIES

Languages
Software

- French : native speaker ■ English : comprehension, spoken and written (TOEIC: 800 pt)
- 3DSMAX - ZBrush - XSI - LIGHTWAVE - Blender - Vray - Unfold - Marvelous Designer - Photoshop - Illustrator - Fusion – Indesign – Nuke - Speedtree
- Illustration – Photo retouching – Page setting
- Passionate about art, cinema and travel
- Avid pianist and guitarist ■ Enjoy jogging, martial arts and other sports

2D Skills