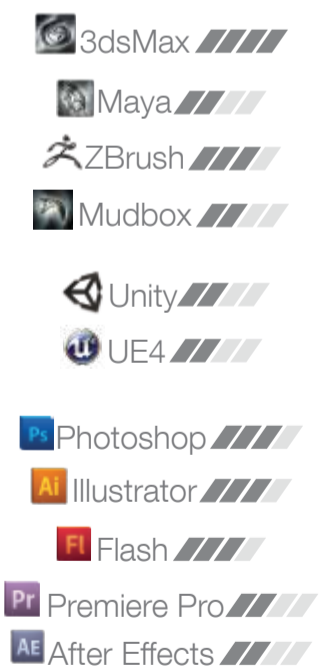


Suzybouche.com  
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**CG ARTIST**  
 High/Low-Poly modeling  
 Organic/Hard Surface  
 Texturing/PBR

Je recherche actuellement  
 un poste en tant que  
 modelleur généraliste.



Autre:  
 Unfold3D,  
 TopoGun,  
 CrazyBump,  
 Marvelous



## EXPERIENCES PROFESSIONNELLES



2015, 6 mois, Stage, **Character/accessory modelleur.**  
 DontNod à Paris, France.  
 Modeling High/Low poly, Organique/Hard surface, Texturing PBR.  
 UE3, UE4, 3dsMax, Maya, Marvelous, Zbrush, Photoshop.



2014, 3 mois, échange interprofessionnel, **Artiste 3D.**  
 Trident à Nagoya, Japon.  
 Animation, Modeling Low poly, Organique/Hard surface, Texturing.  
 Unity, 3dsMax, Photoshop, Illustrator.



2012, 3 mois, stage, **Artiste 3D.**  
 Intersens à Paris, France.  
 Modeling, High poly, Architecture, Texturing.  
 3dsMax, Photoshop, Rendring (V-ray).



2011, 1 mois, stage, **Artiste 2D, 3D.**  
 Pense Tête à Roubaix, France  
 Modeling High poly, Architecture, Texturing, Illustration.  
 3dsMax, Photoshop.



2011, 2 mois, stage, **Animatrice 2D et 3D.**  
 Mystereoo à Lille, France.  
 Modeling High poly, Texturing, Montage Vidéo.  
 3dsMax, Maya, After Effect, Photoshop.



2010, 1 mois, stage, **Animatrice 2D.**  
 LINK à Roubaix, France.  
 Animation, Illustration.  
 Illustrator, Flash.

## PROJETS PROFESSIONNELS



2015, **Character/accessory modelleur.**  
 Stage, DontNod, Paris.  
 Modeling High/Low poly, Organique/Hard surface, Texturing PBR.  
 UE4, 3dsMax, Maya, Marvelous, Zbrush, Photoshop.



2015, **Character/accessory modelleur.**  
 Stage; DontNod, Paris.  
 Modeling High /Low poly, Organique, Texturing.  
 UE3, 3dsMax, Maya, Zbrush, Photoshop.

## PROJET



2015, 1 ans, **Animatrice 3D, Character/environnement modelleur.**  
 Projet de fin d'année à SupinfoGame, Valenciennes.  
 Animation, Modeling High/Low poly, Organique /Hard surface,  
 Modulaire, Texturing.

## CONCOURS



2014, Imagine Cup Concept, modeling, texturing, animation.



2013, Ubisoft Game Challenge, Modeling, animation.



2013, AsylumJam, Modeling, animation.



2013, Indie Speed Run, Modeling, animation.

## FORMATIONS

2013/2015  
**Master "Game Art/Management"**  
 SupinfoGame, Valenciennes, France

2009/2012  
**Licence "Concepteur Realisateur 3D"**  
 Pole 3D, Roubaix, France

2009  
**Bac "STI arts appliqués"**  
 Lycée St Vincent de Paul, Loos, France