

Dropsy Yvain

Technical artist

Information

Nationality	Belgian	Mobile phone	+32(0)498756165
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Work experience



Environment Artist at Leikir Studio, Paris

I am working on 3D environment, lighting, shaders and rendering systems on unannounced console game powered by Unity 5.

Current position since June 2016



Technical Artist at Vasco Games, Emmen

I produced environments, vehicles and weapons on 3Ds Max for Android and IOS devices. I wrote mobile shaders to improve default ones from Unity, made Maxscript tools and profiled games to identify bottlenecks and solve performance issues on target.

10 months between August 2015 to June 2016



Freelance Environment Artist at Leikir Studio, Paris

I was in charge of the 3D modelisation of the whole environment and of the lighting on a colorful top down game. I also made several shaders for fx and implemented a custom rendering pipeline on Unity 4 and 5. The game is released on PC, PS4, Xbox one and Wii U.

6 months between October 2014 to June 2015



Intern at Belle Production, Ottignies

I worked on 3D modeling of environment rendered with mental ray, character animation and rigging on 3Ds Max.

I also integrated ressources on Unity 4 for some projects.
November 2013 to January 2014

Education



Bachelor's degree in computer graphics specialised in videogame

At l'école supérieure d'infographie Albert Jacquard (HEA) - (ESIA)
from 2010 to 2014



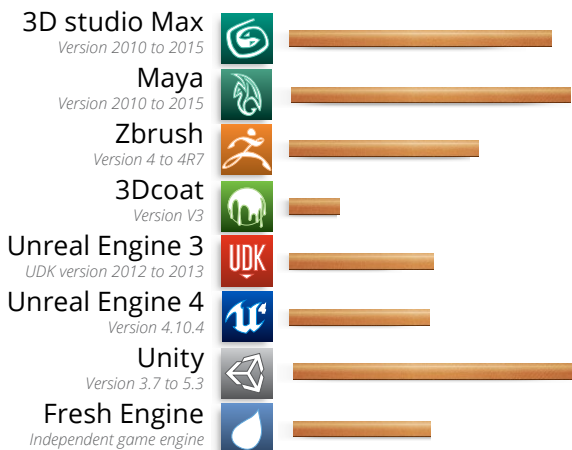
Diploma

in advertising techniques assistant

At la Communauté Scolaire Saint-Benoit
from 2005 to 2010

Skills

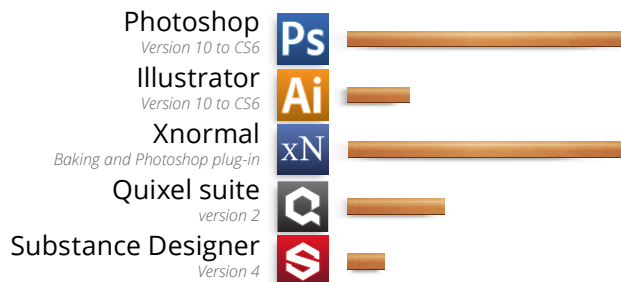
3D softwares



Languages



2D softwares



Programming languages

