

Vincent GANACHAUD

Senior 3D Artist

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Objective:

Expanding and sharing my knowledge in the Games industries.

Profile:

9-10 years of experience in 3DS Max, ZBrush, and Photoshop CS.
Modeling in 3D is my biggest passion. (Creating environments, props, vehicles...)
Ability to multi-task, work under tight deadlines, excellent problem solving skills.
Honest, reliable, humble and able to work in a team environment.
Has a real passion for Game development, creating new experiences.

Software:

Autodesk 3DS max and Maya
Pixologic ZBrush
Adobe Photoshop CS
Unreal Editor
Source Engine
HeroEngine
MapZone / Substance

Experience:

GoodGame Studios.

3D Artist / Character Artist (January 2014– Present)

Modeling - texturing - lighting - rendering Characters and environments for Mobile games.
ShadowKing / RockyRumble / Legend of Honor

TRC Family Entertainment Ltd.

Senior Environment Artist / Freelancer (January 2013 – November 2013)

Modeling - texturing - lighting and rendering to the engine cartoon town and theme park environments.

SHARK Helmets.

Helmet Designer / Freelancer (November 2012 – Present)

Creating realistic paint design using 3D painting on Zbrush and 3Ds Max.

Frontier Developments Ltd.

Environment Artist / Full-time (November 2009 – 2013)

Environment Artist on:

- **The Outsider**
- **Kinectimal**
- **Kinect Disneyland Adventures**

<http://kinectimals.frontier.co.uk>

<http://disneyland.frontier.co.uk>

DARWORKS SA.

Environment Artist / Full-time (June 2008 – 2009)

Environment Artist on:

"**I Am Alive**" PC, PS3, XBOX 360.

www.IamAliveGame.com

ALLEGORITHMIC SAS.

Texture Artist / Full-time (December 2007 – 2008)

In charge of the modeling, UV mapping, texturing (procedural textures for game content).

Games List:

- **Project offset:** Assets + Textures Artist.
- **Parabellum:** Textures Artist
- **Kart n Crazy / Pangya:** Assets + Textures Artist, (Windysoft).

ALTERFACE SA.

3D Artist / Full-time (February 2007 – June 2007)

In charge of modeling, UV mapping, texturing, rigging and animation of 3D characters and environments models.

As a 3D artist

ESA (European Space Agency) project:

I worked on the NASA Spacesuits models for the "City of space" in France. Tasks included modeling, body painting, skinning and rigging.

Brussels Science Museum:

I Used 3ds max, zBrush for the modeling, rigging, body painting and animations of a Dinosaur (Pachycephalosaurus) for the Sciences Museum in Brussels.

NAUTILUS.

3D Modeller / Full-time (April 2006)

In charge of modeling, UV mapping, texturing, environments models for entertainment products.
As a 3D modeler I created Virtual environments, designed and produced graphics user interfaces.

Languages:

Fluent with both French, English.

Beginner in Spanish

Beginner in German

Education:

July 2007, Bachelor ESCIN, Diploma in Game Art and RV from the Art Institute of ISM, Laval
Produced a Virtual Game "**Beyond Giverny: a magical trip**" presented at Laval Virtual in a CAVE setup (International Virtual Reality Event).

June 2006, DUT SRC, Graduated from the IUT "Services et Réseaux de communication", Laval

Leisure Interests.

Games, Cinema, Sciences, Kite board, Motorbike, Climbing, Politics,
Laval virtual, GDC