

Alexandre Marchetti

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3D ARTIST

EXPERIENCES

2011-2014 DIGITAL VIRGO

MAKING MOBILE VIDEO GAMES & 3D ANIMATIONS.

PROJECT MANAGER / LEAD ARTISTS / 3D ARTIST

2011-2011 CELLCAST MEDIA

MAKING COMMERCIALS AND PRODUCTS

(MODELING / TEXTURING / LIGHTING /

RENDERING / POST-PRODUCTION).

2009-2010 INITIALYS

MAKING 3D ANIMATIONS AND ILLUSTRATIONS FOR

HUGE INDUSTRIAL COMPANY

(MODELING / TEXTURING / LIGHTING /

RENDERING / POST-PRODUCTION).

BUILD A BETTER PLANET

WEBSITE CREATION AND 2D/3D ILLUSTRATIONS.

DANNEMAN

MAKING COMMERCIAL.

(MODELING / TEXTURING / LIGHTING /

RENDERING / POST-PRODUCTION).

SOFTWARES MASTERY

3DS MAX
MENTAL RAY
V-RAY
Z-BRUSH
PHOTOSHOP
AFTER EFFECT
TOPOGUN
UNITY

SOFTWARES KNOWLEDGE

SCRIPTING C#
MAYA
ND02
DREAMWAVER
ILLUSTRATOR
MUDBOX
SOLIDWORKS

EDUCATION

2008

GRADUATE FROM A CG UNIVERSITY.

THREE YEARS OF STUDIES.

2005

BACHELOR OF ELECTRONIC ENGINEERING.

LANGUAGES

FRENCH

READ / SPEAK / WROTE

ENGLISH

READ / SPEAK / WROTE

SPANISH

SPEAK