

My three words would be
Listening, learning, creating

+32 (0)4 97 86 39 57
Louvain-La-Neuve, Belgique
andrei.gridlet@gmail.com

Environment / 3D Artist

Andrei Gridlet <http://andreigridlet.be>

Skillsets

- 3D modeling
- Lighting
- Optimisation
- Photogrammétrie
- Baking
- Level building
- Texturing
- Uv Mapping
- Retopology

Softwares Knowledge

Professionnal knowledge

- Blender 3D
- Unreal Engine
- Quixel dDo
- Photoshop
- 3Ds Max
- Xnormal
- Photoscan
- Marmoset Toolbag

Basic knowledge

- Maya
- Vray
- After Effect
- Premiere Pro
- Da Vinci Resolve

Experiences

- 2017** **Video-mapping 3D Artist**
B71-video mapping/visual effect (end April - mid May), Liège
- 2017** **VR 3D Artist (intern)**
Big Bad Wolf - Digital Creative Solutions (mid-March 2017 / end April 2017)
- 2017** **VR 3D Artist**
Big Bad Wolf - Digital Creative Solutions (end Decembre 2016 / early January 2017)
- 2016** **Video-mapping 3D Artist**
B71-video mapping/visual effect (end June - mid July), Liège
- 2016** **Computer graphic artist**
Thiry Creation - Digital content publication , Neufchâteau (2 days)
- 2016** **3D print prototyping**
(3 days)
- 2011** **Blue Lizard Games Ecuador SA / 3D Artist (intern)**
(3 month : early january 2011/ end march 2011), Quito

Formations

- 2016** **Motion designer**
CEPEGRA-Forem, Gosselies, BE
- 2015** **Game art workshop - Pixel Art**
1 jour
Belgian Independent Game Association (Biga), Bruxelles, BE
- 2013** **Bachelier Assistant Social (Distinction)**
Namur, BE
- 2014** **Blender 3D Printing training**
1 jour
BBUG - Belgian Blender User Group, Louvain-la-Neuve, BE
- 2011** **Académie des Beaux-arts**
Namur, BE
- 2007** **Computer Graphic, game art oriented, environment artist**
2011
Haute école Albert jacquar, Namur, BE