



Mathieu Chaillous

3D ARTIST

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mchaillous.com

SKILLS

3DS MAX
ZBRUSH
UNITY
SUBSTANCE PAINTER
SUBSTANCE DESIGNER
PHOTOSHOP
XNORMAL
MARVELOUS DESIGNER
MAYA
ILLUSTRATOR
INDESIGN
FLUENT ENGLISH

STUDENT PROJECTS

OPAQUE:
3D Survival horror
Environments/Textures/
Characters/Animations

MIRA:
2D GodGame
2D sprite

EVENT 0:
Narration/Exploration
Environments/Textures

On the Web

<http://mchaillous.com/>

@MChaillous

EXPERIENCES

- OCELOT SOCIETY** 3D artist (1 year): Event(0) 2016
Sci-fi exploration on PC available on Steam
- Environment modelisation/textures
- Characters modelisation/textures
- Animations
- VFX
- TRICKSTER FACE** Internship (6 month): Long Night-Alone I Break 2014
Survival Horror on PC available on Steam
- Environment modelisation/textures
- Animations
- VFX
- CNAM** Internship (3 month): OlympOS 2013
Serious Game prototype about the functioning of a computer.
- Character modelisation/textures
- Animation

FORMATIONS

- Master detgree in graphic design** 2012-2014
ENJMIN (The Graduate School of Games and Interactive Media)
- First year Master degree in Multimedia** 2011-2012
Strasbourg University
- Bachelor degree in fine art** 2008-2011
Strasbourg University
- A-level STI Génie Electrotechnique**