

Dorian BEAUGENDRE

Game Artist - 3D animation

beaugendredorian@gmail.com

[portfolio](#) - [itch](#)

+33 (0) 782 828 181

Valenciennes - France

Driver's license (Permis B)

low poly - stylized rendering - prototyping

looking for a 3 month internship starting July 2018 - open to relocation

EDUCATION

2015 - Present : **Master's Degree in Game art and Management (3rd year)**
Supinfogame RUBIKA , Valenciennes, France (graduating 2020)

2014 - 2015 : **ESAM Design**
Artistic preparatory year in Paris
intensive drawing classes

EXPERIENCE

nov 2017 - feb 2018 : **SpaceRacer** (working title) (Imagine Cup)
Local multiplayer racing game set in space

Game Artist/ Programmer
- 3D modeling/animation
- gameplay programming and asset integration in Unity

nov 2016 - jun 2017 : **SHOPPING SPREE** (Hits Playtime)
TPS frenetic cartoony shopping simulator

Game Artist/ Programmer
- 3D assets and animations
- programmed the controller, and the main features
- community management

SKILLS

3DS max : modeling / animation
Substance suite : texturing
Unity : programming / asset integration
Adobe Suite

LANGUAGES

French (native)
English (fluent)

HOBBIES

Game related events : A MAZE / Zoomachines / Various game jams
Interactive things : VJ, installations (Artzoyd 2017)
Music : Guitarist in [Empty Cups](#)