

Valentin Cazin

DESIGNER & 3D CREATIVE ARTIST

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EXPERIENCE

Freelance

2012 - today

Designer and 3D Artist – Paris, France

Vitamean - ARA Technologies - Prisma

Modeling, animation, rendering and post-production of 3D sceneries for industrial and advertising uses.

CISCO

2012 - 2014

Executive Designer & Team Management – Freelance - Paris, France

UI / UX and motion designer on Snowflake products (set top box).

Team and project management, creation of training tools.

L'Arbre Ki

2012 - 2013

Executive Designer & 3D Artist – Freelance - Paris, France

Design and animation of 3D user interfaces.

Concepts, Research and Development.

Ubisoft

2011

3D Lead Artist – 6-Months Internship - Pune, Inde

Far Cry Classic (Playstation 3)

Monster Truck 4x4 (Nintendo 3DS)

Rainbowfish (iPad)

EDUCATION

HETIC

2015 - today

Haute Ecole des Technologies de l'Information de de la Communication

Paris, France

Master of Computer Application (MCA).

ESCIN

2010 - 2011

Ecole Supérieure de Création Interactive Numérique – Laval, France

Degree, real time computer graphics, upper second class honour.

Project manager and 3D artist on Babylon (Laval Virtual 2011).

IUT SRC

2008 - 2010

Service et Réseaux de Communication (MMI) – Saint-Lô, France

High diploma, web, medias and communication.

BAC

2008

High School Diploma in sciences – Caen, France

Sport-study program canoeing.

SKILLS

Rockstar

UI & UX DESIGN ●●●●●

3DSMAX ●●●●●

UNITY ●●●●●

I love also

PHOTOSHOP ●●●●●

ILLUSTRATOR ●●●●●

CINEMA 4D ●●●●●

PREMIERE ●●●●●

AFTER EFFECTS ●●●●●

HTML / CSS / JS ●●●●●

MISCELLANEOUS

French (mother tongue).

English (fluent : read, spoken, written).

Creative, motivated and well organized.

Canoeing for 15+ years, contesting at national level, several France Champion titles.

Love sports, travels, and GoPro addict.