



**MATHIEU MORENAS**

3D ENVIRONMENT ARTIST

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Mathieu Morenas



## ABOUT ME

After a year as lead artist at Black Shamrock in Ireland and 6 years as 3D lead artist and motion design coordinator at PIA Production in France, I have now, thanks to those great experiences, the maturity needed to endorse lots of different hats.

I've started 3D modeling when I was 13. I always try to enlarge my knowledge using every day new technologies and workflow.

Graduate of the Gamagora game school (Lyon, France) and precomputed 3D artist at PIA, I've got a great panel in modeling / texturing optimization depending on the usage. My role of lead artist at Black Shamrock LTD., gives me the opportunity to gain even more skills in video games creation and team management.

## EXPERIENCE

**2016 - Today**  
Black Shamrock Ltd. **Lead 3D artist (Dublin Ireland)**  
Lead Artist at Black Shamrock LTD, I'm currently working on Werewolf The Apocalypse console game using the Unreal 4 engine, and 2 other unannounced project using Unity. Managing and leading a growing team of artists (7+) with various experience, as well as the outsourcing needs. Mentoring interns and junior artists.

**2010 - 2015**  
PIA Production **Lead 3D artist (Lyon France)**  
3D lead artist and motion design coordinator at PIA Production. I've created many professional teaching films for the building sector. I've also managed the creative team (5), a mix of various professional working together to create the most adapted user interface for software solutions.

**Febr - march 2013**  
Autoloot games, Ltd. **3D environment artist (Freelance with Espagne)**  
Freelance 3D environment artist, from modeling to texturing, for an hack and slash game powered by Unity.

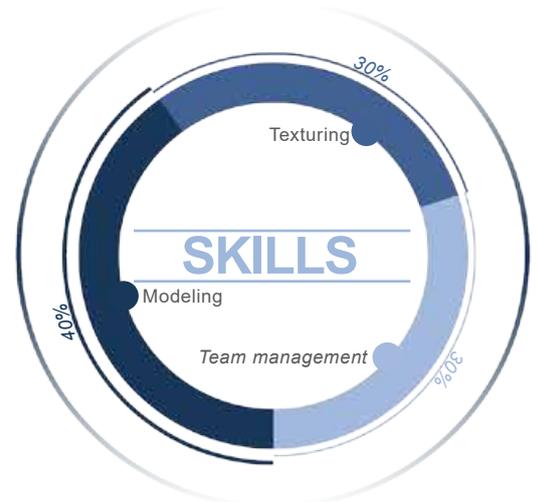
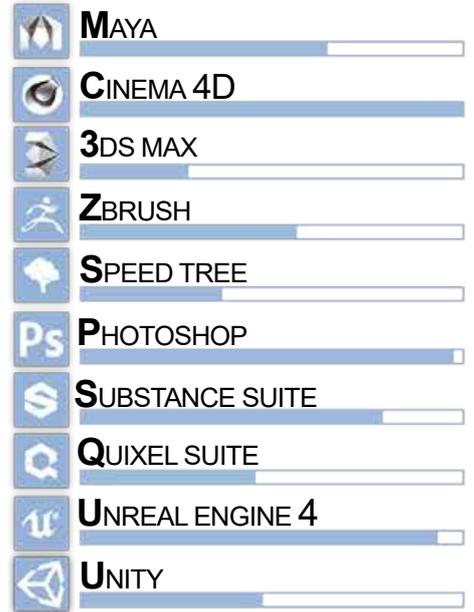
## EDUCATION

**2015**  
Sydo formation **Explain with diagram**  
Professional training about diagram and schema, usages and creation, for pedagogical use. (Lyon - France)

**2009 - 2010**  
Gamagora **Video games graphic artist**  
Gamagora teach the video games graphic creation pipeline from artwork creation to UDK integration. (Lyon - France)

**2006 - 2009**  
DUT SeReCom **Graphic communication**  
SeReCom gives me basic knowledge of digital art, and graphic communication skills. (Chambery - France)

## TECHNICAL KNOWLEDGE



## PERSONAL INFORMATIONS

- Born 11/06/1988 29Y.O.
- Driving licence
- Musician for 17 years
- Drawing
- Extreme sports
- Video games
- Cinema
- Travels (English level: fluent)