



LAWRENCE GIRARD- HODGES

3D ARTIST

 artstation.com/lawrencegirard

 linkedin.com/in/lawrence-gira...

 France

SOFTWARE PROFICIENCY

Blender


ZBrush


Substance Painter


Davinci Resolve


KEY COMPETENCIES

3D Modeling

Texturing & Shading

Lighting

Cinematography

Photography


Environment Art

01 PROFILE

3D Artist based in France, I combine a solid background in cinematography and directing photography with a growing practice in modeling, shading, and lighting. My work draws inspiration from fantasy cinema, dark fantasy worlds, and cosmic, Lovecraft-inspired atmospheres.


After several years developing my 3D skills (characters, props, vehicles, and both stylized and realistic environments), I aim to create strong, coherent, and cinematic images within a real production pipeline.

02 EXPERIENCE


- **Freelance 3D Artist**SEP 2025 – PRESENT

Freelance · Remote


Creation of 3D assets and environments focusing on strong storytelling and cinematic composition.

 - Specializing in Fantasy and Dark Fantasy environments.
 - Full pipeline execution: Modeling, Shading, Lighting, and Rendering.
 - Tools: Blender, ZBrush, Substance Painter.
- **Studio Manager & Head of Operations**JAN 2022 – JUN 2025

Uncrop Group · Paris, France

 - Managed and coordinated all studio operations and resources to ensure seamless photoshoots.
 - Oversaw equipment management, logistics, and client relations.
 - Handled budget management and team supervision, ensuring safety standards and operational efficiency.
- **Audiovisual Technician**JAN 2017 – APR 2020

PhotoCineRent · Paris, France

Technical support and maintenance of high-end cinema equipment. Gained in-depth technical knowledge of cameras and lighting systems relevant to 3D rendering.
- **Cinematographer & Camera Operator**2010 – 2016

Various Productions · France

Extensive background in live-action production which informs my current work in 3D lighting and composition.

 - **Roles:** Director of Photography, Camera Operator, Editor, Colorist.
 - **Projects:** Documentaries ("Le Tombeau de N"), Short Films ("Micha", "Burnout"), Music Videos ("Alive" - Infectious Hate), and Corporate Videos.
 - **Key Achievement:** Developed a keen eye for lighting, framing, and color grading.

03 LANGUAGES

French
Native

English
Professional Working Proficiency