



Robin DELPIRE (20)

ENVIRONMENT ARTIST



PHONE 0498.56.33.95 | delpirerobin@gmail.com | robindelpire.github.io
Quai du halage, n2 | 4681 Hermalle-S-Argenteaux | BELGIUM



PROFILE

having a passion for video game creation for 6 years now , I decided to devote my career to the 3D environment way. being serious, versatile and creative allowed me to grow in this business.



EDUCATION

Plastic Art (2011-2013)

Institut Saint-luc secondaire
In this school , I learned (learnt) the traditionnal art . Sculpture, observational drawing and forms composition and spaces.

bachelor in infography (2013-2015)

Haute école de Liège
I learned all CGI techniques, using 3D creation tools (modeling, texturing, lighting, animation, rendering) . Everything related to graphic design "traditional" or power tools such as Photoshop and Illustrator.

online training (2012-Present)

To keep informed of developments in my job and increase my skills, I regularly watch videos made by professionals .



LANGUAGES

English ●●●●● French ●●●●●●●



INTERESTS

Video game Video Music Drawing



PROGRAMS



Maya / 3ds max

creation of 3d model, UV development, sculpting and animation.



Photoshop

texture 2D and composition 2D creation.



Illustrator

Icon production et vector illustration.



Quixel

PBR texture/material and normal mapping creation.



Unreal engine 4 / Unity 5

Texture and mesh importation, material creation, light and mesh positioning.



Mudbox / Zbrush

high poly creation and normal mapping.



Professional Experiences



Ratel studio (January 2015)

3D Artist

3D props and environment art. Mesh creation and creation of 3D asset (Weapons, shields, vegetation, architectures and stuffs).

