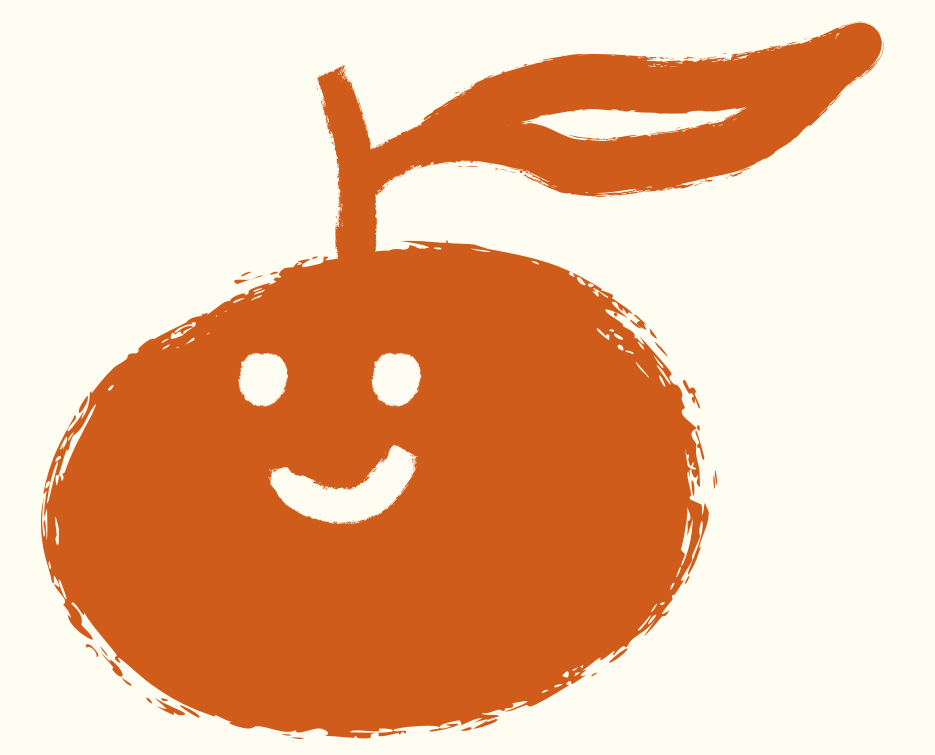


Clementine Garoche

Game Artist



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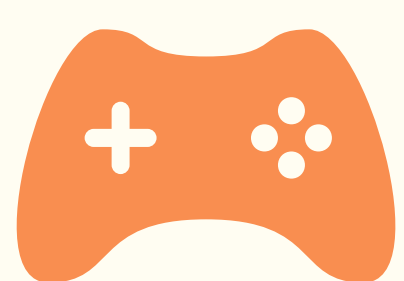
<https://www.artstation.com/clementineg>

Previously a researcher in biology, I am doing a career change to work in as a game artist/tech artist in video games. I am in my third year of a Bachelor's degree in Game Art at the Artline Institute and I am looking for an internship or apprenticeship in a video game studio.



Skills

- 3D modeling and sculpting (Blender, Maya, ZBrush, retopology, UV mapping).
- Texturing (Substance Designer, Substance Painter).
- 2D illustration and animation (Photoshop, Procreate, Gimp).
- 3D animation (3DSMax, Blender, Motion Builder, Unreal Engine).
- Procedural generation and VFX (Blender Geometry Nodes, Houdini, Substance Designer, Niagara).
- Programming (Python 3, R).
- Unreal Engine 5 (Blueprints and novice in C++).
- Unity (novice in C#).



Academic and personal projects

- Creation of interactive scenes in Unreal Engine (props and Blueprints).
- Design and creation of a game level in Unreal Engine (10 minutes gameplay).
- Participation to several solo or group projects for The Rookies.



Past biology researcher experience

- Conception of international research projects.
- Developing of tools and programs to manage, analyse and visualize data.
- Programming of robots.
- Redaction of protocols, reports and scientific publications.
- Oral presentations in international conferences.

