

# NATHANAEL FIS – 3D ARTIST

Skype : nathanaelfis  
+33(0)6.05.03.95.48  
[fisnath@gmail.com](mailto:fisnath@gmail.com)  
France

**PORTFOLIO**  
([www.nathanael-fis.com](http://www.nathanael-fis.com))

## CAREER OBJECTIVE

I aim to work as a **3D modeler**. My objective is to model high quality game assets, to fit concept artist designs as close as possible and always using the latest and most apt technical production workflows.

## WORK EXPERIENCE (references available upon request)

October 2012 until present : **MAIN 3D MODELER** – [UMBRA](#), *Hack'n'Slash* game

- **SolarFall Games**, independent developers, France
  - Looking for Middle Ages weapon and armor references
  - Modeling high poly and low poly game assets such as [swords](#), [armors](#), shields with Zbrush and 3d Studio Max
  - Adapting the modeling workflow to organic and hard surface assets
  - Baking normal, object space normal, ambient occlusion and color maps in 3d Studio Max and Xnormal
  - Texturing the low poly assets with nDo2 for normal maps and dDo for diffuse, specular, height and gloss maps
  - Importing assets into Cry Engine with textures and settling material parameters for a good in-game render

June to September 2013 : **3D MODELER AND ANIMATOR INTERN** - [SPACE HULK](#) on [ePawn Arena Ultra](#)

- **ePawn**, new technology development start up, Paris, France
  - Looking for Space Marine, Genestealer and Space Hulk background references
  - Modeling high poly and low poly models for [Terminator Space Marine armor](#) , [Genestealers](#), [bolter](#), [flamethrower](#) and [sword](#) with Zbrush and 3d Studio Max
  - Baking all game asset maps in Xnormal and 3d Studio Max
  - Rigging the Terminator Space Marine and the Genestealers in 3d Studio Max
  - Creating every keyframe gameplay animations for the Space Marine and the Genestealers
  - Importing characters and animations into Unity 3D and building animation blend trees with Mecanim
  - Settling shaders for a good game rendering
  - Creating particle systems and vfx for weapon shoots, smoke and fire effects
  - Building the level with environment props and lighting the level
  - Exporting packages for game designers and programmers

June to October 2012 : **2D-3D ARTIST INTERN** – [WOLVES AND CRYSTAL](#) on ePawn Arena

- **ePawn**, new technology development start up, Paris, France
  - Designing environments and characters for a fantasy adventure game on ePawn Arena
  - Modeling environments in 3d Studio Max
  - Using Mental Ray renders to create the final 2D top view levels in Photoshop
  - Modeling, texturing, rigging and animating characters
  - Using images sequence animation renders to make characters move in the environments
  - Designing user interface and efficient visual game feedbacks

July 2012 :

- **Concept artist** freelance
  - Illustrating a chapter from the traditional RPG « [Les Tigres Volants](#) »
  - Sketching and inking six black and white illustrations

## EDUCATION

October 2010 to June 2014 : **Management & Game art** – Five-year master degree

- **Supinfogame**, video game school, Valenciennes, France
  - Specializing in 3D tools like 3d Studio Max, Zbrush, Mudbox, nDo2, dDo, and Topogun, with a real-time oriented approach
  - Mastering 2D software, including Photoshop, After Effects, Illustrator and Flash
  - Extending artistic and general knowledge by studying traditional art history, video game history and analyzing movies
  - Game/level design and basic game production methods
  - Several one week game prototypes on Flash or Unity, working with game designers and programmers
  - Currently working on a final year game project on UDK as the main 3D modeler in a team of 6 people. In charge of characters, gears, weapons, vehicles and environment

July 2010 : **Baccalauréat** – French equivalent of A-Levels/High School Diplomas

- **Lycée Saint Luc**, Cambrai, France
  - Specialization in physical sciences
  - « Very good » national distinction (18,5/20)

April 2010 :

- **BNSSA** and **PSE2** diplomas (coast guard and first aid certificate)

## COMPUTER SKILLS

*High poly & low poly modeling, texturing, rigging, skinning, concepting*

3D SOFTWARE: 3d Studio Max, Zbrush, Maya, Mudbox, nDo2, dDo, Topogun, Xnormal, CrazyBump, Marmoset

2D SOFTWARE: Photoshop, After effects Illustrator, Flash

GAME ENGINES : UDK, Cryengine, Unity 3D

## LANGUAGES

**French** : mother tongue

**English** : fluent

**Spanish** : basic conversational level

## INTERESTS

**Video games** : Batman Arkham City, The Witcher, Assassin's Creed IV, League of Legends, Torchlight, Starcraft II

**Music** : guitarist, bass player (album recorded), rock, funk, metalcore

**Sport** : swimming, skiing (competition)

**Art** : drawing and painting

**Literature** : Isaac Asimov, Richard Morgan, David Gemmel, Pierre Bordage

**Cinema** : Martin Scorsese, Quentin Tarentino, Christopher Nolan

*References available upon request*