

# Romain Boitier

www.behindthemirror.fr  
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Date of birth: 12 April 1983  
US Green Card Owner

## Computer Graphics Artist 3D / 2D

- PROFESSIONAL SKILLS:**
- Flexibility 3D/2D
  - Critical analysis
  - Creativity

### EMPLOYMENT & EXPERIENCE

- March 2011 – present
- CG Artist – for **3DForDeco** (Paris - France):  
Modeling, texturing, Vray shader, rendering for decoration photorealistic pictures
- January – September 2010
- CG Artist – Real Time for **DS Improve / Immeractive** (Bruxelles - Belgium):  
Modeling and texturing for a virtual tour of Bruges Beguinage's, production of Immeractive demo reel, design of interface for the 3D engine created by Immeractive  
Project supervision - Technical Research - 3D production - Video Editing - Design
- November 2008 – March 2009
- Generalist CG Artist for **Studio CLAMA Troyes** (10 France):  
3D production of the luminaries « classic » catalogue for Fonte de Paris  
Project supervision - Technical Research - 3D production
- August 2008
- Student Volunteer **Siggraph Los Angeles 2008** (U.S.A.):  
General support - Information - Ticket control - Schedule supervision
- March – June 2008
- 3D modeler and animator trainee for **Kylotonn Entertainment Paris**(75 France):
    - 3D reconstitution and architectural research on Byzantium monuments of the C14th for the videogame Crusaders.
    - Production of 3D background model for R&D on Nintendo Wii.Project supervision - Technical research - 3D production - Animation
- March 2007 - March 2008
- Short film for graduation:  
Production of 2 short films:
    - Behind the Mirror (**CGTALKS** challenge)
    - Imperfect Sample (mandatory school project)Documentary research - Concept design - Team lead - Lead 3D/ 2D - Video and Audio editing

### EDUCATION

- 2008 **European Diploma in Computer Graphics & Digital Imaging - 3D Specialist.**  
E.S.T.E.I. (University of Electronics, Computing & Computer Graphics) – Bordeaux (33 France)
- 2004 **MIASS (Mathematics & Computer Science Applied to Social Sciences)**  
Clermont-Ferrand University (63 France)
- 2003 **Baccalauréat (French equivalent of A-levels) in Science** – Additional music course  
Lycée Théodore de Banville (high school)– Moulins (03 France)

### COMPETENCIES

- Languages
- French : native speaker
  - English : comprehension, spoken and written (TOEIC: 800 pt)
- Software
- 3DSMAX - ZBrush - XSI - LIGHTWAVE - Blender - Vray - Unfold - Marvelous Designer - Photoshop - Illustrator - Fusion - Indesign
- 3D Skills
- Modeling - Texturing - Rendering
- 2D Skills
- Illustration – Photo retouching – Page setting

### MORE ABOUT ME

- Passionate about art, cinema and travel
- Avid pianist and guitarist
- Enjoy jogging, martial arts and other sports