

Jimmy Malachier  
132, rue du point du jour  
92100 Boulogne Billancourt ( France )  
Personal Phone: +33(0)609406360  
[Misuuu.contact@gmail.com](mailto:Misuuu.contact@gmail.com)  
<http://misuuu.free.fr>

## Environment Artist 2D/3D

### Objective:

My experience in the video game industry; four years of collaboration with demanding teams, in close cooperation with all the other members of the team, will allow me to bring you a sharp eye on your projects. I do not back down when faced with difficulties, and I'm quite comfortable with the idea of learning new technologies and softwares.  
I can move out to Montreal as soon as possible.

### Softwares:

- Good knowledge: 3D Studio Max, Zbrush, xNormal, Crazy Bump, Photoshop, Paint tool Sai, Unity Engine, Marmoset Viewer Engine.
- Basic knowledge: Virtools Engine, Topogun .
- Database Software used: Tortoise SVN, Asset Server on Unity.

### Professional experiences:

- 2009 - Present day : -Environment artist at Punchers Impact, Paris, France.  
Modeling, texturing integration and level building on Unity Engine.
- 2008 - 2009 : -Environment artist at Actiplay, Montpellier, France  
Research, modeling, texturing, level building, integration on Virtools Engine.
- 2007 - 2008 : -Environment artist at Cyanide Studio, Paris, France  
Modeling, texturing, management of an outsourcing team.  
-Freelance  
Mission: Modeling, texturing

### Games:

- (WORK IN PROGRESS, horror/action ) Xbox360, PS3  
Game developer: *Punchers Impact* (label *Birdies Road*)  
Mission: Modeling, texturing integration on Unity Engine.
- Crasher (MOBA) PC  
Game developer: *Punchers Impact*  
Mission: Vehicule integration on Unity Engine.

-Horse Star (MMO) PC  
Game developer: *Punchers Impact*  
Mission: Modeling, texturing, integration on Unity Engine, level building

Cycling Manager 2008 PC  
Game developer: *Cyanide Studio*  
Mission: Modeling, texturing, management of an outsourcing team.

**Advertising Games and Serious Games:**

-Actisku V2 PC  
Developer: *Actiplay*  
Mission: Store architectural research, modeling, texturing, level building for online stores, integration on Virtools 3DVIA Engine

-Different Advert Game PC  
Developer: *Actiplay*  
Clients: Nestlé, Ferrero, Kellogg's, etc.  
Mission: Modeling, texturing, level building, integration on Virtools Engine.

**School:**

2004-2007 :  
-Diploma of Artist 2D/3D in the video games' school of Créajeux, Nîmes, France.

1998-2004 :  
- Junior high school, then high school (electronic sciences) at St Jean Baptiste de Lasalle, Avignon, France  
  
- Baccalaureate level (electronic sciences)

**Languages:**

-French – Native tongue  
-English - Technical reading and speaking