



Sottile Jean.Baptiste

3D Artist
www.acidarts.fr

> About

Located in:
Nice

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> Education

2012-2015
ARIES 3D VFX School, Aix en Provence, France.

2012
High School Diploma in Engineering Sciences and Techniques (STI)
at St Louis-Sainte Marie, France

> Events

2017
Hackathon «Hausman 2.0», Paris.

2015
Global Game Jam, Aix-en-Provence.

2014-2015
Short Film «The Mogz», Aries School.

> Experience

March 2018-Present

Freelance 3D Artist, Nice, France.

- Realtime Applications (CryEngine, Unreal Engine 4)
- CG Video/Still Image Rendering (Vray, Corona)
- 2D Design, Wordpress websites

January 2019-March 2019

Consultant 3D Technical Artist at Epic Games, (Offsite work) Nice, France.

- Realtime rendering with latest features of Unreal Engine 4
- Creation of a RayTracing sample showcase scene (screenshots at GDC 2019)

May 2018-August 2018

Project Manager at MISSIMI STUDIOS, Aix-en-Provence, France.

- CG Video/Still Image Rendering (Vray)
- Object modelisation for realtime applications
- 2D Design

September 2015-June 2018

Lighting and Look Development Artist at ENODO GAMES, Nice, France.

- Rendering/Lighting/Shading/Cinematics on the game The Architect : Paris developed by Enodo Games with CRYENGINE

June 2015-June 2018

3D Realtime Artist at ENODO, Nice, France.

- Modeling, Texturing, Shading, Lighting & Rendering in realtime with CRYENGINE.
- Video montages.

June 2014-August 2014

3D CG Artist at SYNTHES'3D, Aix-en-Provence, France.

- Modeling, Texturing and Rendering with Vray & Mental Ray
- Still images, video montages in medical and industrial domains



> Skills

3DsMax	Photoshop	CRYEngine 3	Quixel SUITE	VRAY Render
MAYA	After Effects	CRYEngine V	Substance	Corona Render
Zbrush	Illustrator	Unreal Engine 4	Marvelous Designer	