



**GRADT Vincent**

10/18/1989

Character artist

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## TRAINING

- 2013:** -Master's degree as Project Manager / Designer -  
Director in Pole IIID (Roubaix, France)  
-Evening class, specialisation in applied arts, Beaux-Arts de Paris
- 2008-2011:** Bachelor's degree in Pole IIID (Roubaix, France)
- 2008:** A-Levels specialisation in applied arts, Saint-Luc de Tournai (Belgium)
- 2007-2008:** Evening class, specialisation in applied arts, Beaux-Arts de Tournai (Blg)

## WORK EXPERIENCES

- 2014-2016:** Dontnod Entertainment -video game studio (full time employment)  
as Character Artist 3D for game :  
-Life is strange [PS4/XBOX/PC]  
-Vampyr [PS4/XBOX/PC]  
-Non announced project [PS4/XBOX/PC]  
-Modeling high/low poly, texturing, dkinning, integration Unreal Engine 3,4
- 2014:** V-Cult - video game studio (full time employment)  
as Artist 2D/3D for the Multiplayer Game : Beloola [PC]  
-Modeling, concept, texturing
- 2013:** Cyanide Studio (internship 4 months)  
as Character Artist 3D for the game : Styx «master of shadows» [PC]  
-Modeling high/low poly, texturing, integration Unreal Engine 3
- 2013:** Contract Freelance for Penumbra Studio (India) :  
-Character modeling high poly/low poly and texturing
- 2010:** Kylotonn studio as lighter 3D (internship 3 months)
- 2009:** 3d Duo as Concept Artist for the Multiplayer game "Leelh" (3 months)  
- Concept of levels, character  
- Texturing

## SKILLS

- Professional knowledges:  
- 3ds Max, Maya - Photoshop  
- Marvelous Designer - Unreal Engine 4, Unreal Engine 3  
- Zbrush
- Advanced knowledges:  
- Mari - APEX/Cloths  
- Topogun - Skinning
- English: basic knowledge  
-Good drawing base.

## INTERESTS

CG art, draw, video Game, music, sport(Soccer, Ping-Pong)