



ANGE SARRIC

INFOGRAPHISTE 3D

1355, bvd René Lévesques Est #1, Montréal, QC

Portfolio : <http://ange.sarric.free.fr/>

Tel : 514 962 1339

E-mail : sarric.ange@gmail.com

PROFESSIONAL EXPERIENCES

2010-Aujourd'hui **3D Artist at Gameloft, Inc**

Dungeon Hunter Alliance : Modeling/Texturing on environments

Dungeon Hunter 3 : Modeling/Texturing on environments and characters

2007-2010 **3D Artist at F4 Toys**

Exalight : Modeling/Texturing on environments, tracks, vehicles and accessories/outfits

Managing schedules and production time in charge of a small team (3-4 persons)

Empire of Sports : Modeling/Texturing on environments

2006

3D Artist at Dancing Dots (6 months internship: June-November)

Ride! Equestrian Simulation : Modeling/Texturing on environments, vegetation parts and audience animations

2005

3D Artist/Animator at Game Consulting (2 months internship : July-August)

Caesar IV : Modeling/Texturing/Animations on environment props (Trailer)

FORMATION

2004-2006

First and second year, Game section at L'Institut Supérieur des Arts Appliqués
Graduate of Game section at LISAA, Paris

2003-2004

Preparatory year at LISAA, 3D graphics option

2002-2003

Leaving certificate (Mathematics, Biology, Physics), Scientific Baccalaureat

LANGUAGES

French

Maternal language

English

Read, written, spoken (technical)

German

Read

TECHNICAL SKILLS

3D

Studio Max
Maya
Zbrush

2D

Adobe Photoshop
Illustrator
Flash

INTERESTS

3D

3D competitions on Polycount/GameArtisans (LowPoly/HighPoly/Sculpting)

Movies

Action, SF, horror movies
TV series
Japanim/Mangas

The Descent, 28 Jours plus tard, Old Boy...

Dexter, The Office, How I met your mother...

CowboyBebop, Samurai Champloo, One Piece,
20th Century boys, Zetman, Eyeshield 21...

Video games

RPG, adventure/action and rhythm games

Reference games :

Baten Kaitos, Final Fantasy, Guitar Hero, Patapon,
Ninja Gaiden, Metal Gear Solid, Resident Evil...