

DUPONT JORI



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SKILLS

- → MODELING HIGH
- → MODELING SEMI-LOW
- → MODELING LOW
- → UNWRAP
- → SKINNING
- → VERTEX PAINT
- → TEXTURING
- → ANIMATION
- → CONCEPT ART, DRAW
- → LEVEL BUILDING
- → LEVEL DESIGN
- → GAME DESIGN

JOBS

2009-2011 → 3DDUO - PC/MMORPG - LEEH
MODELER 3D, LEVEL BUILDER AND LEVEL DESIGNER

2008 → DIGITAL GRAPHICS - ARCADE - FUN CITY
MODELER 3D

2007-2008 → NEKO ENTERTAINMENT - DS - HORSE LIFE 2
MODELER 3D, TEXTURING, LEVEL BUILDER

TOOLS

DAILY USE → 3DSMAX, ZBRUSH, PHOTOSHOP, WORLD EDITOR OF LEEH





KNOWLEDGE → MAYA, UNREAL ENGINE 3, BLENDER, ...
(BUT NOT REGULARLY USED IN MY CURRENT JOB)

EDUCATION

2008 → BACHELOR/LICENCE IN VIDEO GAME (BAC+3)
HAUTE ECOLE ALBERT JACQUARD, NAMUR, BELGIUM

2004 → QUALIFICATION IN COMPUTER GRAPHICS DEPARTEMENT
SAINT LUC, LIEGE, BELGIUM

OTHERS

-  → VIDEO GAME PROJECT : "EVEIL" (UE3-PS3), DOMINANCE WAR 3
-  → VIDEO GAME FAN : BATTLEFIELD, CSS, DoD, MEDAL, LOR ONLINE
-  → DRIVER'S LICENSE (CAR)
-  → SPORTS : FRENCH BOXING

