



Flavie AUBERT

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3D ARTIST

ARTSTATION : Flavie Aubert
LINKEDIN : Flavie AUBERT

Profil :

3D artist, graduated from a bachelor in 3D conception/VFX, I am currently looking for work. I am specialized in hardsurface modeling and surfacing, but I also have a strong interest in Lookdev and procedural tools. I am proficient in all steps of the 3D pipeline.

Professional experience :

DATA Processing Technician - June 2024 - November 2024

Caisse d'allocations familiales du Rhône, Lyon, France

Numerisation technician on OPEX, sorting and reception of paper mail, videocoding, identification and immatriculation of clients, Data processing.

3D GENERALIST - February - June 2022

Internship at l'agence 33 Degrés, Lyon

3D modeling, Rigging, UVs, Surfacing, Lighting and rendering

Personal experience :

FORMATION POLE PIXEL / POLE EMPLOI - December 2023

Villeurbanne, France

Team work in collaboration with LabLab, Augmenta and Trinoma, on 3D work in virtual reality, and learning of the 3D MOCAP technologies

GRADUATION MOVIE - May 2021 - June 2022

«Under Control»

Team work on the production of a short film : 3D modeling, UVs, Surfacing, Compositing ...

Competences and softwares :

3D modeling : Maya, Zbrush

UVs : Maya

Surfacing : Substance Painter, Arnold

Rendering : Arnold

Compositing : Nuke

Infography : After effects, Photoshop

Learning : Houdini, Blender, Renderman

Languages : French, English

Soft skills : Team-work, autonomy, adaptability

Formation :

BACHELOR CONCEPTION 3D/VFX - 2019 - 2022

E-artsup, Lyon

Pipeline 3D, from 3D modeling to compositing. (3D modeling, UVs, surfacing, lighting, rendering, compositing ...), Houdini

Interests :

CINEMA : 3D animation (The bad guys, Spiderman ...), «The secret life of Walter Mitty», «The terminal», Action (The man from UNCLE, Top gun ...)

SPORTS : Tennis, badminton, basketball...

3D/VFX TECHNOLOGIES : Look dev, procedural generation, special effects, real time engines