

## **Arnaud FAYOLLE**

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25 years old, single.

Available from August, 2010.



### **Experience:**

2009 -10 : **UBISOFT** (Paris, FRANCE)

- Tom Clancy's Ghost Recon : Future Soldier, aka Ghost Recon 5 (X360, PS3 & PC, Ubisoft, December 2010) : Level Art
- Red Steel 2(Nintendo Wii, Ubisoft, march 2010) : 3D Art with the real-time cinematic team.

2006 -09 : **WIDESCREEN GAMES** (Lyon, FRANCE)

- Highlander The Game (X360 & PS3, Eidos, unreleased) : Lead Level Art, 3D Art, Polish
- The Witcher : Rise of the White Wolf (X360 & PS3, Atari, unreleased) : Level Art, Polish, Technical Lead
- Identification (PC, WSG, frozen) : 3D Art
- Spellforce : Blindfight (X360 & PS3, demo) : 3D Art, Level Art

2005: **LES ATELIERS CHABANNES** (Architecture agency) (Lyon, FRANCE)

- 2D/3D Artist: artistic renders, real-time visits

### **Education:**

2006: *Master 3D computer graphics, 2D/3D animation (Valedictorian of year 2006)*

ESIA 3D (Lyon, FRANCE)

2004: *Art preparatory course*

ESIA 3D (Lyon, FRANCE)

2003: *Scientific baccalaureate with Mathematic specialty*

Lycée du Diois (Die, FRANCE)

### **Competences:**

- Skilled in most common art software (Maya, 3D Studio Max, ZBrush, Mudbox, Photoshop, etc)
- Polyvalent with main game engines (Unreal Engine 3, Hammer, Cry Engine) and previously worked with currently developed engines (Ubisoft's Yeti Game Platform, Da Vinci, D'jinni)
- Fast learning skills and understanding of every aspect of real-time graphics, both technically and artistically. This includes meshes production (with advanced shaders and normal maps), level building, static & dynamic lighting, post-processing, polishing.
- Good sensitivity and imagination for Visual Storytelling, able to bring life and coherence within any type of 3D environment.
- Fluent English (880 pts at TOEIC 2007), notions of Italian and Chinese
- Driver license.

### **Brief Career Synopsis:**

My I began my career at an early age in the art computing world working with the first 3D games, when I built a few maps for Duke Nukem 3D (1996), despite I was quite young. From this time, my passion kept growing as new games and communities appeared, and I became more skilled working with many types of software and game editors and their technical constraints, as a self made man.

As soon as I successfully completed my art studies by becoming valedictorian of year 2006 at ESIA 3D, I've immediately got recruited by Widescreen Games, where my impassioned involvement, my fast learning skills and my will to be into everything granted me to quickly gain more responsibilities until I become the youngest Lead Level Artist of the company. Always aiming for the top, I joined Ubisoft's teams in Paris to get involved into bigger games, and I quickly prove myself and was given responsibility for the multiplayer presentation level, which was acclaimed by the editorial core, allowing the project to take a whole new dimension.

In the current climate, I believe that China is the place to be to build the future of videogame industry. I truly believe that with our western experience and the hard working spirit of Chinese people, we will be able soon enough to revolutionize the world of video gaming!

**Quick access to my Book** → [http://www.innerdream.net/stock/AFayolle\\_Book2010.pdf](http://www.innerdream.net/stock/AFayolle_Book2010.pdf)

**Recommendations from my previous leads and art directors on my LinkedIn profile** → <http://fr.linkedin.com/in/arnaudfayolle>