

French, English (Read & Spoken)
 Drive License
 24 years old

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<http://www.benoitdereau.com>

Professional Experience

CASINO PROTOTYPE | July 2013 - October 2013

<http://www.benoitdereau.com/casino.html>

Development of first 3D online casino(prototype).

Job: *Modeling, Level-Design, Lighting, Optimization, Rendering.*

Engine: *Unity 3D - Beast*

BOBBIES | February 2013 - July 2013

<http://www.bobbies.fr/>

Creating a promotional short film for the brand moccasins Bobbies Paris.

Working in cooperation with the artistic direction of Bobbies.

Job: *Modeling, Texturing, Lighting, Rendering, Post-Production*

Engine: *Mental ray*

ARCHIVIDEO | October 2012 - March 2013

<http://www.territoire3d.com/>

Modeling low-poly large urban territory for the Dassault-Systems Software
 Dassault-Systems Urban 3D / Territoire 3D. Modeling urban planning,
 building, hotels, malls & stores for estate agents & municipals concils.

Job: *Modeling, Texturing, Lighting, Optimization, Rendering*

Engine: *Archivideo Engine / Mental Ray / Scanline*

DISHONORED | July 2011 - April 2012

<http://www.dishonored.com/>

Development of a AAA(blockbuster) video-game at Arkane-Studios Lyon in
 cooperation with Arkane-Studios Austin Texas.

Job: *Level-Architect, Modeling, Set-Dressing, Lighting, Optimization.*

Engine: *UDK - Unreal*

Personal Experience

UNREAL PARIS - VIRTUAL TOUR | 2014-2015

<http://www.benoitdereau.com/unrealparis.html>

Role: *Modeling, Texturing, Lighting, Rendering, Post-production.*

Engine: *Unreal Engine 4*

INTERIOR STILLS #02 - READING TIME | 2014

<http://www.benoitdereau.com/readingtime.html>

Role: *Modeling, Texturing, Lighting, Rendering, Post-production.*

Engine: *Reading Time*

UNITY APPARTMENT - VIRTUAL TOUR | 2014

<http://www.benoitdereau.com/unityappartement.html>

Rôle: *Modélisation, Texturing, Éclairage, Rendu, scripts, Post-Process*

Moteur de rendu: *Unity*

ARCHITECTURE STILLS #03 | 2014

<http://www.benoitdereau.com/architecturestills03.html>

Rôle: *Modélisation, Texturing, Éclairage, Rendu, Post-production.*

Moteur de rendu: *VRay*

ARCHITECTURE STILLS #02 | April 2011

<http://www.benoitdereau.com/architecturestills02.html>

Architecture images using the professional VRAY industry pipeline.

Role: *Modeling, Texturing, Lighting, Rendering, Post-production.*

Engine: *VRay*

DNIEPR | September 2009 - September 2013

<http://www.benoitdereau.com/dniepr.html>

Development of additional amateur contents(Environments, Levels, Scripts)
 for the video-game Left 4 Dead 2 developed by Valve Seattle. 250 000
 downloads in 6 months.

Role: *Lead, Level-Design, Modeling, Texturing, optimization.*

Engine: *Source Engine*

Education

MJM GRAPHIC DESIGN | 2009 - 2011

<http://www.mjm-design.com/>

Arts Applied School
 3D & Animation Section
 Rennes, Bretagne

ISM LA PROVIDENCE | 2005 - 2009

<http://www.ism-lapro.fr/>

General High School
 Baccalauréat in sciences
 Saint-Malo, Bretagne

Interests/Hobbies

Music, traveling
 Cinema, Photography, Video-Games

Informatic Culture
 Redacting some informatic courses
 Redacting Level-Design tutorials

Tennis, Table Tennis, swimming

Software Used

Autodesk 3DS Max

*Modeling / Lighting / Shading / Texturing / Rendering
 Vray / Mental Ray / Scanline
 Linear Workflow / Standard Workflow
 Universal 1-100 Rendering / Optimized Vray Rendering*

Marvelous Designer

Realistic pillows, blankets, cloth.

Adobe Photoshop, Gimp

*Linear & Standard render passes Assembling
 Post-Production Standard & Linear
 Basic Texturing Skills / Seamless Texture*

Maxon Cinema 4D

Modeling / Lighting / Shading / Texturing / Rendering

Valve Hammer Editor

Brushwork / Scripting / Lighting / Texturing / Optimize

Unity, Beast

Modeling / Scripting / Lighting / Texturing / Optimize

UDK, Unreal Engine 4

Modeling / Set-Dressing / Lighting / Shading / Optimize

Sony Vegas Pro, Adobe After Effect

Editing / Mixing / Encoding

The Foundry Nuke

Compositing / Basic Post-Production

INTERIOR STILLS #01 – HOTEL ROOM | MAY 2014

<http://www.benoitdereau.com/hotelroom.html>

Rôle: Modélisation, Texturing, Éclairage, Rendu, Post-production.

Moteur de rendu: V-Ray

ARCHITECTURE STILLS #01 | April 2011

<http://www.benoitdereau.com/architecturestills01.html>

Creation of architecture images using the professional industry pipeline.

Role: Modeling, Texturing, Lighting, Rendering, Post-production.

Engine: Mental Ray

SOMEWHERE | December 2010 – February 2011

<http://www.benoitdereau.com/somewhere2.html>

Creation of a 3D short-film using the professional industry pipeline.

Role: Modeling, Texturing, Lighting, Rendering, Post-production.

Engine: Mental Ray

LOGISTIQUE | January 2007 – November 2009

<http://www.benoitdereau.com/logistique.html>

Development of various amateur projects for the famous video-game license

Half-Life 2. Learning the various creation tools.

Role: Level-Design, Modeling, Texturing, Scripts.

Engine: Source Engine