



**Damien
Toutée**
2D/3D Artist

73, Rue de billancourt
92100 Boulogne-Billancourt

Date of birth : 02/23/1994

+33 6 86 16 56 19

Mail : dtouttee@touttee1art.fr

Portfolio : www.touttee1art.fr

SKILLS :

- Modeling/Animation
- UI/Web design
- Concept art
- Rigging/Skinning
- Texturing/UV mapping
- Level art/Lighting

Softwares :

- Maya - Substance Designer
- Zbrush - Substance Painter
- Unity 3D - Motion Builder
- Photoshop - Illustrator
- InDesign - Flash Professional
- Premiere Pro - Fireworks

LANGUAGES :

French (Native language)

English (TOIEC B2)

Spanish (Basic)

ACTIVITIES/HOBBIES :

Multimedia : Game Jam

Video games (Rts and Rpg)

Sports : Tennis, diving

Swimming, windsurfing

Traveling : Tunisa, Morocco

Egypt, Thailand, Spain

England, Holland, Belgium

Poland, Croatia, Japan

United States, Italy, Canada

Indonesia

PROFESSIONAL EXPERIENCE :

- 2017 (Jan-July) :** **2D/3D Artist** on gamification projects
Onepoint, Paris
UI, modeling, UV, texturing, rigging, animation, lighting
- 2016 (June-August) :** **UI and 3D Artist** on the game ROKH
Nvizzio Creations, Montréal (Canada)
UI, modeling, UV, texturing with substance painter
- 2015 (June-July) :** **Illustrator**
Book : Le grand livre de l'égalité femmes-hommes
- 2014-15 (Nov-Feb) :** **Assistant Web Designer**
Scienticlub, Paris
Web design, web marketing, infography, print
- 2014 (June-Nov) :** **Illustrator / Graphic Designer**
Card game Oser colorer sa vie avec l'énéagramme
- 2014 (June-August) :** **Assistant Designer Graphic**
Casa, Miami Beach (United States)
Creation of mobile applications
- 2013 (Octo-Dec) :** **Illustrator**
Youtoon, Meudon
Illustrations, infography, story-board
- 2013 (July) :** **Graphic Designer / Webdesigner junior**
Orange Digital Factory, Chatillon
Web design and competitive intelligence

EDUCATION :

- 2016/2017 :** **Lead game art degree (master)**
Game Art at Isart Digital Paris
Award of gameplay for the VR game Toy Island
- 2015/2016 :** **3D Artist degree, video game specialization**
3D artist year at Isart Digital Montréal
Learning of PBR techniques
Creation of the game Edaria, end of year project
- 2014/2015 :** **Game Art** at Isart Digital Paris
Learning of 3D
Award of graphic design for the game Chronos on tablet
- 2012/2014 :** **Atelier Préparatoire/Digital Art** at Isart Digital Paris
Learning of 2D techniques and digital arts
Exhibition about Jacques Demy, cinématèque of Paris
Award of «Coup de Coeur du jury» for the board game Terraforming with a team
- 2011/2012 :** Baccalauréat Economic and Social
High school Notre Dame de Boulogne