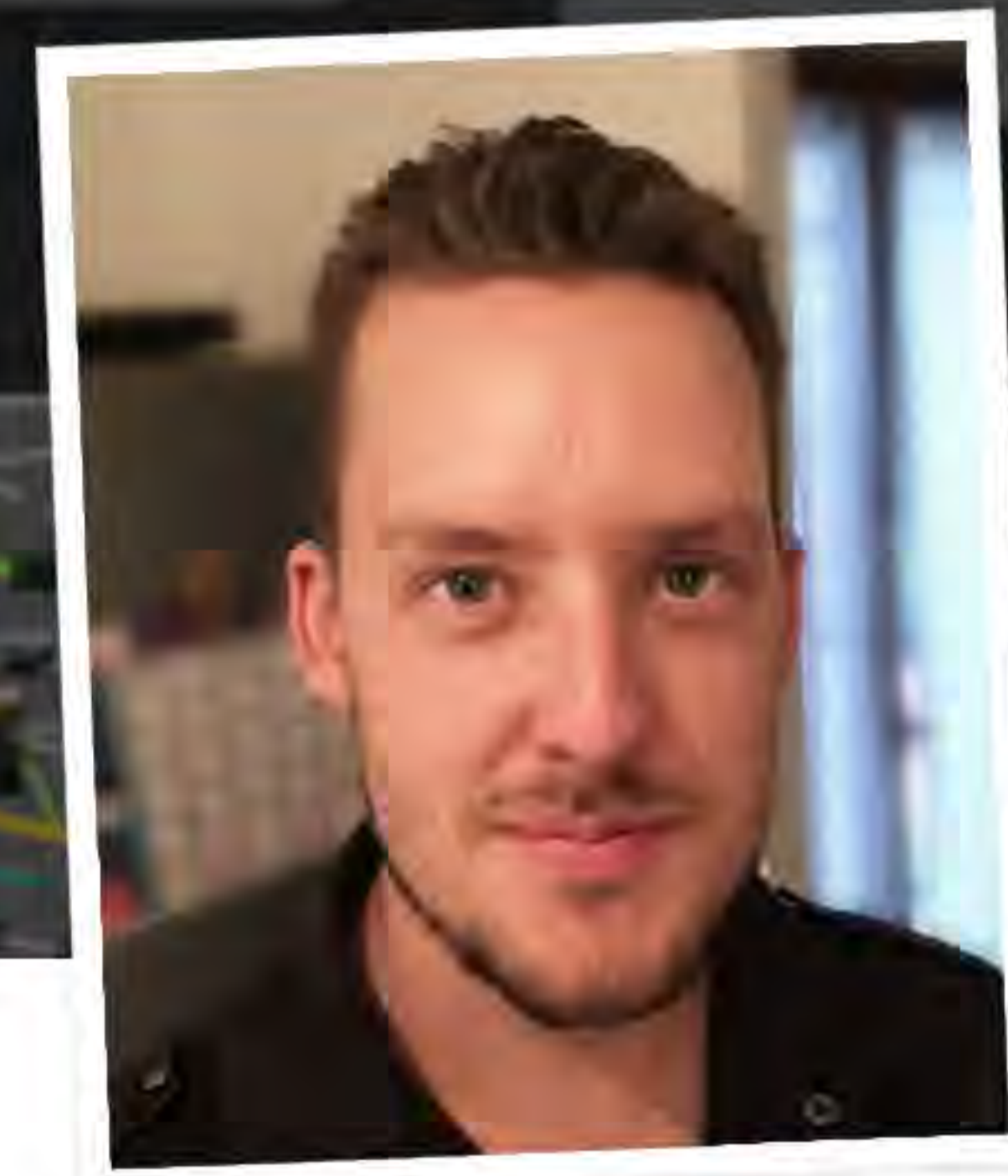


# GREGORY BOVE

TECHNICAL GAME ARTIST



+33 (0)6 69 27 63 61  
 WWW.GBOVE.COM  
 CONTACT@GBOVE.COM  
 DRIVER'S LICENCE

## PROFILE

Curious by nature, I have a vision of my work as much technical as artistic and I wish to become technical artist in the video game. I am passionate and responsive, I have good communication skills and I am always looking for new challenges

## EXPERIENCE

### ENERGIES 2050

ACTUELLEMENT (2.5 YEARS)

MULTIMEDIA PROJECT MANAGER

- Development of Web / Unreal Engine / Unity games and Mobile / Web applications
- Creation of different communication supports (brochure, sites, logo, flyers, ...)
- Complete redesign of websites (specifications, design, CMS customization, content, ...)
- Implementation of modern strategies in communication and organization
- Focal point between the technical services providers and the management team
- Training and technical support for the internal team and the European collaborators
- Community management
- Editorial support (translation, rewriting, layout, correction, ...)

### MAGMA MOBILE

2013 (6 MONTHS)

MOBILE GAME ARTIST

- Participation in several mobile games projects
- Art direction
- 3D assets creation and integration in the Unity engine
- 2D menus and UI creation
- Game design in pairs with the developer (a graphic designer and a developer per game)

### INTERSENS

2009 (6 MONTHS)

ARCH VIZ ARTIST

Work on 3D scenes for architectural cabinet

CAD plans, modeling, textures, rendering, character integration and photoshop retouching

## EDUCATION

### ÉCOLE SUPÉRIEURE DE RÉALISATION AUDIOVISUELLE

DESFA

2010-2013

3D curriculum in a film school

Artistic direction, cartoon history, staging, writing workshops, aesthetics, 2D / 3D computer graphics, drawing, traditional and 3D animation, post-production and special effects

### IUT SERVICES ET RÉSEAUX DE COMMUNICATION

DUT

2007-2009

Multidisciplinary curriculum in multimedia and communication

2D / 3D computer graphics, web and software programming, print and promotional videos, communication and advertising

## HOBBIES



#Art



#Sport



#TVshow



#Gamedev



#Podcast



#MusicProd

## SKILLS

### ART.

3D package	██████████
2D package	██████████
VFX	██████████
Compositing	██████████
Video	██████████

### TECH.

Tool Prog.	██████████
Gameplay Prog.	██████████
Procedural	██████████
Anim / Rigging	██████████
Applied Maths	██████████

### OTHER

Web Prog.	██████████
App Prog.	██████████
CMS	██████████
Game design	██████████
Photography	██████████

## SOFTWARES



Blender



Houdini



Unreal



Unity



Quixel



Maya



Photoshop



After



Premiere



Nuke X



Python



Visual studio  
(c#)

## LANGUAGES

### FRENCH

Mother tongue

### ENGLISH

Professional use

European project management

Participation in International Events