

# PIERRE ESCOP

## 3D TECHNICAL ARTIST



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## STUDIES

### Double Master's degree MTI 3D

Arts et Métiers, Laval

2019-2020

3D Modelling, Texturing, Real-time 3D & Lighting, Post-processing. C# & initiation to Unity ShaderLab HLSL. VR & AR projects. Experimentation of several VR materials, HTC Vive Pro and Cosmos, Oculus Rift S and Quest.

### Master's degree in Virtual Reality

L'Ecole de Design Nantes Atlantique

2018-2020

VR projects with professional partners, UI/UX design, project management.

### Bachelor's degree in Interaction Design

L'Ecole de Design Nantes Atlantique

2015-2018

Computer graphics, 3D modeling, C# Graphic Design, UI/UX Design, Project Management.

### Higher National Diploma in Industrial

Mechanics and Electronics

2010-2012

CAD, team work on an automated system for an industrial partner of the school.

## SKILLS

### SOFTWARES

Blender  
Houdini  
3dsMax  
Substance Painter  
Marvelous Designer  
Unity  
Unreal Engine  
Meshroom  
Capture One Pro  
DaVinci Resolve  
Affinity suite  
Adobe CC suite

### CODE

Unity C#  
Unreal Blueprint

### PHOTOGRAPHY

Photo & Video shooting on Full Frame Camera and DJI Drone. Color grading, video editing.

### PROJECT MANAGEMENT

**GIT**  
GitLab & TortoiseGit  
**AGILE/SCRUM**

### FOREIGN LANGUAGE

**English**  
TOEIC 830/990

## EXPERIENCES

### 3D TECHNICAL ARTIST | Virtuos

April 2021 until today

Teleworking in an anglophone team. Optimization and debugging for a mobile VR game.

### 3D ARTIST TRAINEE | French Air Force

July 2020 to October 2020

Teleworking for Orléans-Bricy Air Force Base 123. Work carried out for a VR flight simulator for the Hercules C-130H transport aircraft. Modeling and texturing : Freight and dropping equipment, Parachutist, Enemy base Anti-aircraft defence vehicle.

### STUDENTS PROJECTS

2018 to 2020

9 Unity projects completed (5 Desktops VR, 1 Mobile VR, 1 AR Desktop, 1 Mobile, 2 Desktops) and participation in 2 game jams have enabled me to develop a wide range of skills, from the ideation of concepts to their final implementation in Unity. Modelling, Rigging, UV mapping, Texturing, Animation, Lighting and Post-processing, Level Design, C# scripting.

### 3D ARTIST TRAINEE | Fraunhofer IIS

September 2018 to January 2019

Technological Research Institute in Germany. Creation of Virtual Reality levels to test new audio codec dedicated to VR. 3D modeling with Blender and creation of the VR levels and their lighting with Unity. 4 levels create : 2 outdoors with terrain and vegetation and 2 indoors.

### UI/UX DESIGNER TRAINEE | B-com

September to October 2017

Technological Research Institute in France. User interface and graphic design for a underwater virtual reality experience made in partnership with Océanopolis (French ocean discovery park).

### ELECTRONICIAN OFFICER | LD Armateurs

December 2012 to January 2015

Onboard electronician officer, operational maintenance of the electronic equipment of a cable layer vessel (submarine fibre optic installers). Work at sea in a multicultural environment.