

Curriculum Vitae

Jérôme Viens Brie
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Education

École Nationale du Divertissement Interactif (ENDI)

- Modeler / Texturer (2010)

Université du Québec en Abitibi-Témiscaminque (Longueil campus)

- Major in 3D Arts (2008-2010)

Cégep de Sainte-Foy

- Computer science DEC+BAC (2005-2008)

Employment history

EA Mobile (Montreal)

- QA Tester
- Video games testing on multiple mobile platform
- 2009-2010

CORHOFI (Lyon)

- Web Programmer
- Development of a commercial prospecting tool
- 2008

Expertise

Modeling/Textures

- Low-poly modeling complying with industry standards (quads, optimisation, visual references, ...)
- Unwrap (surface maximization, minimal distortion, ...)
- Texturing with technical constraints (pixel ratio, knowledge of popular maps: diffuse, specular, normal, opacity, lightmap ...)

Game engine

- Level Design and Level Art
- Game Mechanic (interactive events, story management, ...)
- Shaders (complex and dynamic Material creation)
- Particle (3D particle systems design)
- Lighting with respect of constraints (Vertex-lighting, Lightmaps, Dynamic, ...)

Skills

Language

- French
- English

Knowledge

- Computer arts : 3DS Max, ZBrush, Adobe Photoshop, Adobe Premiere, Adobe AfterEffect
- Game engine : Unreal Engine (3 et 3.5), Unity 3D
- Programming language : MaxScript, VB.NET, C, C++, C#, HTML, CSS, ASP.NET
- Operating system : Windows et Linux
- Others : Agile/SCRUM methodology, DirectX basic knowledge

Achievements and interest

Achievements

- Taking part in the making of a videogame for the iPhone (ENDI).
- Production of a *Gears of War* mod (Unreal Engine 3)
- Internship of 3 month in web developments at Lyon in France
- Organization of many Live Action Role-Playing games (40 participants and more)
- Multiples travel experiences (Canada, Europe, United States)

Interests

- Video games
- Traveling
- Movies
- Role-laying games
- Airsoft
- Snowblade

Portfolio

www.jeromebrie.com