



CHRISTOPHE BLATTMANN

3D Artist, 3D Generalist

Objectives: I'm interested in continuing my professional development in the 3D field, calculated rendering, real time, development.

I have many years of visual experience to bring.

Trajectory: Starting my career 25 years ago doing 3D architectural visualizations, I've improved my skillset into the development background and lighting design for 3D animations, experience acquired into apps, videogames and 3dsMax tools programming. I also have a plastic artist career from many years.

Personality: Creative, versatile, focused on quality, delivery time and objectives. Team work attitude or independent, willing to learn new technologies and skills.

CONTACT

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SOFTWARE

3dsMax	●●●●●●
V-Ray	●●●●●○
Unity 3D	●●●●●○
Unreal Engine	●●○●○●
Photoshop	●●●●●○
After Effects	●●●●○●
Substance Painter	●●●●○●
AutoCad	●●●●○●
MaxScript	●●●●○●
C#	●●●●○●
GitHub	●●●●○●
Graphical Maths	●●●●○●

LANGUAGES

French	■■■■■■■■■■
Spanish	■■■■■■■■■■
English	■■■■■■■■■■

OTHERS

Montagnism, hiking, nature
Painting
videogames, puzzles

WORK EXPERIENCE

13/01/2022
to present

PERSPECTIVE[S]

Lead infographiste 3D

- I design and create 3D environments for different kind of project (Architecture, Medical, Education) in real time deployed on different platforms (Web, smartphone, VR), the challenge of those projects is to stick to the performance restrictions while preserving a satisfactory visual aspect

01/02/2021
to 12/01/2022

FREELANCE

Developer

- I Created several 3dsMax plugins currently on sale, good response from the public.

01/08/2018
to 31/01/2021

LOCLAB CONSULTING GmbH

Maxscript Developer

- I found solutions to improve the 3D modeling department production.

- I conceptualized and developed several modeling and texturing tools for 3dsMax

07/05/2007
to 10/08/2016

KIDZANIA

3D Generalist senior

- I created backgrounds design for 3D animated short films (modeling, lighting) that turned out to be appealing for the audience, 360° videos (3dsMax, V-Ray).

- Coordination of the different areas of the production to achieve a good final visual result.

- Video comp and motion graphics (After Effects).

- I found graphical and programming solutions for interactive 3D apps (Unity)

2003
to 2010

OWN WORKSHOP

Painter

- I produced a collection of paintings (80 approximately), oil, acrylic and digital, which were all sold

EDUCATION

1992
Epluches

BAC pro. Definition of industrial products

L.P. Epluches

1990
Erment

BEP Structure drawing

L.P. Ferdinand Buisson