

# CAMPRASSE JEROME

## SENIOR 2D / 3D ARTIST - ART DIRECTOR

### WORK EXPERIENCE

OCTOBER 2014 - PRESENT

**MASTER DEGREE TEACHER AT POLE IIIID**

2014 - PRESENT

**FREELANCE 2D/3D ARTIST**

JANUARY 2013 - OCTOBER 2013

**ART DIRECTOR & SENIOR ARTIST - ETHAN METEOR HUNTER** - PS VITA, PS3, PC / SEAVEN STUDIO

JANUARY 2011 - SUMMER 2011

**ART DIRECTOR & ENVIRONMENT SENIOR ARTIST - SNIPERS** - X360, PS3, PC / HYDRAVISION ENTERTAINMENT

JULY 2010 - NOVEMBER 2010

**ART DIRECTOR - FUNKY LAB RAT** - PS3 / HYDRAVISION ENTERTAINMENT

AOÛT 2009 - MAY 2010

**ENVIRONMENT SENIOR ARTIST - ANNOUNCED PROJECT** - X360, PS3 / HYDRAVISION ENTERTAINMENT

2008 - JULY 2009

**LEAD ARTIST - KNOCK OUT PARTY** - WII / UBISOFT - HYDRAVISION ENTERTAINMENT

(ART DIRECTING UBISOFT)

*2D / 3D design research on background.*

*Defining HUD (Interfaces) menu and managed art team on the product.*

2006 - 2008

**ENVIRONMENT ARTIST - ALONE IN THE DARK 5** - PS2, WII / ATARI - HYDRAVISION ENTERTAINMENT

*3D environment : modeling, texturing and lighting, 2D CG Artworks.*

2004 - 2006

**ENVIRONMENT ARTIST - OBSCURE II : THE AFTERMATH** - PS2, WII, PC, DS, PSP / HYDRAVISION ENTERTAINMENT - PLAYLOGIC

*3D environment : designing, modeling, texturing and lighting, 2D CG Artworks.*

2002 - 2004

**ENVIRONMENT ARTIST - OBSCURE** - PS2, XBOX, PC / HYDRAVISION ENTERTAINMENT - MC2

*3D environment : designing, modeling, texturing and lighting, 2D CG Artworks.*

2001

**3D/2D ENVIRONMENT TRAINEE ARTIST** - DARKWORKS VIDEOGAME STUDIO

*Marketing artworks.*

## EDUCATION

2000 - 2002

**DIPLOME SUPÉRIEUR EN IMAGE DE SYNTHÈSE**

*Studio M, Ecole supérieur de Multimédia*

1998 - 2000

**BTS DESIGN ACI (CONCEPTION DESIGN OBJET)**

*E.S.A.A.B. Ecole Supérieur d'Arts Appliqués de Bourgogne*

1995 - 1998

**BACCALAUREAT ARTS APPLIQUÉS**

## KNOWLEDGE

SOFTWARES

**3D STUDIO MAX**

**PHOTOSHOP - ILLUSTRATOR - AFTER EFFECT**

**ZBRUSH**

LANGUAGES

**FRENCH (MOTHER TONGUE), ENGLISH (GOOD ENOUGH)**

## RECOMMENDATIONS

**LAURENT SAUVAGE** *Senior Character Artist, Ubisoft Montréal*

*“Jérôme is trully an artist, passionate about images, and he's dedicated to his work; he won't deliver something he's not happy with! If you need a very talented artist you can rely on, I can just recommend you to hire Jérôme as a part of your team!” May 6, 2010*

**YANN MAHEUST** *Lead Artist / Art Manager at Hydravision Entertainment*

*“I've been working with Jérôme for many years, and I must admit that I've never been disappointed by his work. He has an outstanding vision of colors, and it was really precious to have such an artist in our team. He's a fast learner that doesn't hesitate to improve technics he learns. He's open minded and it was a pleasure to talk about art in game throughout our 7 years collaboration.” May 6, 2010*

## ABOUT ME

*I 'm French, born in Paris, in 1980, I live in Loos (Lille), and I am freelance artist and art director.*

## CONTACT

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