

CAMPRASSE JEROME

SENIOR 2D / 3D ARTIST - ART DIRECTOR

WORK EXPERIENCE

2014 - PRESENT

FREELANCE 2D/3D ARTIST

OCTOBER 2014 - MAY 2018

MASTER DEGREE TEACHER AT POLE IIID

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

jer_camprasse@yahoo.fr

(+33) 0633065939