

ORSON FAVREL 15/01/1987

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Portfolio : <http://ofavrel.com>

Linkedin : 

Fx Artist

OBJECTIVE

Often trying to challenge myself, i would like to work abroad to expand my skills and vision of the Vfx work and pipeline.

EXPERIENCE

[Fx Artist]> Dontnod Entertainment

April 2012/ Present

Action Adventure (Unreal Engine): « Remember Me » *Capcom*

- . VFX Textures, Materials ,Particle and Post-Process authoring.
- . Integration in levels, Visual Scripting and Matinee creation
- . Working with the Designer and Cinematic Teams to verify and answer to the VFX requirements
- . VFX Research and Dynamic System prototyping

[3D Artist]> Enjmin

2011/2012

FPS (Unreal Engine) : « Scale-it »

- . Zbrush Work: Modeling and texturing of the main character.
- . Environment and Props Modeling and texturing.
- . Vertex Paint and Blending Shaders authoring that allowed us to Break-up the Visual repetition

[3D Artist/ 3D Animator]> Medigames Studio

2011

Ipad Boardgame (Unity3D): « London Epidemic »

- . Character Design (Modeling, Rigging, Skinning and Animation).
- . Setup of a markerless Motion capture workflow that greatly speeded up the creation and integration of the animations.
- . Worked on the optimization(textures/shaders) that improved the framerate by 50%.

EDUCATION

[Master in Visual Design]	> National School of Games and Interactive Media (ENJMIN)	2010/2012
[Bachelor of Fine Arts]	> University of Renne 2	2007/2009
[Baccalauréat in Literature]	> High School - Emile Zola	2005/2006

Languages: French (native), English (fluent), Japanese (intermediate), Spanish (intermediate)

Softwares : Photoshop, 3DS max, Pflow, Houdini, Zbrush, After Effect, FumeFx