

Website : <http://chloeastiernet.wixsite.com/portfolio>

Chloé Astier



Maya
Blender
Unreal Engine

Substance Painter /
Designer
Katana
Redshift
Arnold
Vray
Nuke

- EDUCATION -

RUBIKA, 2018
Graduation Film :
SUR MESURE

Senior Artist

SURFACING / LIGHTING / MODELING

- **DWARF**, Montpellier : Look Dev, Texturing / Shading Environnement on **Twisted**, Feature Film (Unreal)
July 2025 - March 2026
- **SUPER RACCOON**, Seoul : CG Generalist on video games trailers and short film
November 2023 - June 2024
- **MIKROS**, Paris : Texturing / Shading Environnement on **Charlie** - Netflix
September 2022 - April 2023
- **SUPERPROD**, Paris : Texturing / Shading Environnement on **Batwheels** - Warner Bros
October 2021 - April 2022
- **TEAMTO**, Paris : Texturing / Shading Environnement on **Creature Cases** - Netflix
July 2020 - May 2021
- **DWARF**, Montpellier : Texturing / Shading Environnement on **Monsters & Cie** - Disney+
June 2019 - April 2020
- **MAC GUFF LIGNE**, Paris : Lighting / Rendering on **Samsam** - Feature film
October 2018 - May 2019
- **MILFORD**, Stockholm - Internship
Summer 2017
- **ZEILT**, Luxembourg - Internship
Summer 2016