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## Skills

..... 3D Generalist Artist

MAIN SKILLS : Texturing , Surfacing, Lighting, Modeling

SOFTWARE : Maya, ZBrush, Nuke, Substance Painter, Substance Designer, Vray, Arnold, Redshift, Photoshop, Illustrator

Notions : 3DS MAX, Blender, Marvelous Designer, Mari, Katana, MASH

## Experiences

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- CG Generalist on video games trailers and short film at **Super Raccoon** Seoul  
November 2023 - June 2024
- Texturing/Shading (environnement) on **Charlie**, Netflix show at **Mikros Animation** Paris  
September 2022 - April 2023
- Texturing/Shading (environnement) on **Batwheels**, Warner Bros show at **Superprod** Paris  
October 2021 - May 2022
- Texturing/Shading (environnement) on **Creature Cases**, Netflix show at **Teamto** Paris  
July 2020 - May 2021
- Texturing/Shading (environnement) on Disney **Monster & cie** Disney+ show  
at **DWARF** Montpellier June 2019 - April 2020
- Lighting/Rendering on **Samsam** Feature film at **Mac Guff Ligne Paris** October 2018 - May 2019
- 2 months internship at **Milford** (Stockholm) on the christmas advert **Very 2018** in modeling (Maya), sculpting (Zbrush) and texturing (Substance Painter) - summer 2017.
- 2 months internship at **Zeilt Productions** (Luxembourg) on the serie **Barababor** in modeling (Maya) and texturing (Substance Painter) - summer 2016.

## Education

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## Languages

2018 : Co-directing **Sur mesure**, graduation film at **Supinfocom Rubika**  
2013 : Entering **Supinfocom Rubika**

French ★★★★★  
English ★★★★★  
Russian ★★  
Korean ★  
Chinese ★