

Pierre BERGER

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31 ans

3D-GRAPHIC ARTIST

TRAINING

2002-2005: sup'infograph ESRA BRETAGNE, Training **Maya** and **3dsmax**

SKILLS

Software: 3D Studio Max, Maya, **Zbrush**, Photoshop, Nuke, MAXScript, Vray, Mental ray, Lightroom

PROFESSIONAL EXPERIENCES

Trimaran VFX (2014)

- Modeling, Shading, Ligthning & rendering on canal+'s telefilm «**Le soldat blanc**»
- Shading, Ligthning & rendering on France2's telefilm «**Piège de glace**»

Cube Creative (septembre 2009 - 2013)

- Shading, lighting, rendering & compositing of the entire 3D part of the short film **Nuisible** ("Pest")
- +Modeling of some of the sets and props
- Publication of a tutorial in the magazine **Computer Arts** on a character 3D modeling
- Lighting, Rendering & Compo on TV commercial **EasyCash & Babybel**
- Modeling, shading & lighting on the clip of the virtual group "**The Skunks**"
- Modeling & shading props on the short film for the cinema 4d parks **Walibi**
- Shading props & characters on **Kaeloo** tv series (52x7')

Mzone studio (2009)

- Modeling, shading, lighthing for **Iphone** games:
JACK THE RIPPER
THE FALL TRILOGY - Chapter 1: Separation

Blacksheep Studio (avril 2008 - Novembre 2008)

- Modeling, textures characters and sets for the **Wii** game **The Magic Roundabout**

Mzone Studio (décembre 2005 - avril 2008)

- Modeling, shading, lighting set and 3d animation for computer games:
NIKOPOL Secrets of the Immortals
DRACULA 3 The Path of the Dragon
CLEOPATRA A Queen's Destiny
AGON The lost sword of Toledo
Destination: **TREASURE ISLAND**
THE SECRET OF ATLANTIS

Oniria Pictures (2005)

- 3rd year internship

Succubus Interactive (2004)

- 2nd year Internship

HOBBIES

Music, movie, video game, photography, films (super8 & 8mm)