

Léo NEZOT

CG GENERALIST, ANIMATOR, TEXTURE ARTIST



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LANGUAGES

French (native)

English (fluent)

MARI



■ ■ ■ ■ ■ Texturing

ADOBE ILLUSTRATOR



■ ■ ■ ■ ■ Graphic Design

ADOBE AFTER EFFECTS



■ ■ ■ ■ ■ Video Editing, Compositing, 2D Animation

ADOBE PHOTOSHOP



■ ■ ■ ■ ■ Concept Art, Illustration, 2D Animation

AUTODESK 3DS MAX



■ ■ ■ ■ ■ Modeling, Shading, Lighting, Rendering, 3D Animation

AUTODESK MAYA



■ ■ ■ ■ ■ Modeling, Shading, Lighting, Rendering, 3D Animation

ZBRUSH



■ ■ ■ ■ ■ Sculpting

SUBSTANCE PAINTER



■ ■ ■ ■ ■ Texturing, Shading

SUBSTANCE DESIGNER



■ ■ ■ ■ ■ Texturing, Shading

EDUCATION



2013 - 2018 Supinfocom RUBIKA, Valenciennes

2012 - 2013 Visual and graphic Arts at Lille 3, Tourcoing

2009 - 2012 Superior School of Arts and Textile (E.S.A.A.T), Roubaix

EXPERIENCE



November 2018 - Now 3D Artist freelance for DECATHLON, Villeneuve d'Ascq

July - August 2017 Intern at FEED ME LIGHT, London

June - July 2016 Intern at POLLUX ANIMATION, Marquette Lez Lille

PROJECTS



2017 - 2018 Artistic Director on short film STUCK IN THE MIDDLE.
Selected and awarded in animation festivals such as KINOPROBA (Russia) or SHORT SHORT STORY Film Festival (USA)

2017 Short film MONSTER HUNT, 1 minute solo project

2016 Short film SEUM SUR LA BANQUISE, broadcasted on Gulli

SKILLS



- Artistic Direction/Concept Art
- Texturing
- Animation (2D/3D)

INTERESTS



- Digital Painting/Illustration
- Music/Beat making in Ableton