

Guillaume Deschamps

3D ARTIST JUNIOR
PROPS AND ENVIRONMENT

AVAILABLE NOW

41 y • Living at Lyon, France

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Incantations

Blender, zBrush, substance Painter & Designer,
Adobe Suite (Photoshop, Illustrator, inDesign),
Unreal, Unity, Godot

Witchcraft

Full-stack Developer

november 2019 - august 2020, Chaponost

Creation of complete Wordpress and Laravel
websites from scratch

CKCNET agency

Full-stack Developer

january 2019 - october 2019, Lyon

Creation of landing pages, emailing,
and Wordpress sites.

COMADEQUAT agency

Front-end developer

july 2016, Villeurbanne

Creation of landing pages and emailing.

KGCOM agency

Freelance web designer and integrator

november 2013 - july 2016, Paris

Graphic design, User Interface Design
and front-end development

Freelance web designer and integrator

novembre 2009 – novembre 2013 à Paris

Graphic design, User Interface Design
and front-end development

OGM Interactive agency

Dialects

English : written and spoken

German : school level

Permis B

Powers

- Creation of modular kits complete with assets
- High poly and low poly modeling
- UV unfolding, texturing in PBR/hand-painted
- Integration and optimization in a 3D engine
- Creating and managing shaders and lighting
- 15 years in graphics and front-end design

Quantum physics

September 2021

Unity 3D training with the F3DF school

March 2021

Modular kit creation training for video games with
the Fenrhir association

2019 – 2020

Work-study contract as fullstack developer

INSTIC - Lyon (69), France

2002 – 2007

**DNAP visual communication (Bachelor's
degree) & Niveau DNSEP (Master of Arts)**

Fine arts school of Rennes (35), France

1998 – 2002

**A-Levels economic and social sciences,
visual arts and mathematics options**

André Maurois High school, Deauville (14), France

Miscellaneous

- Singing and guitar practice,
- Sensitivity to D.I.Y., contemporary art
and feminism
- Literature : horror, fantastic, novels, sociology
- Video games (independent, adventure, survival
horror, action RPG, AAA).