



Samuel Bernou

3D generalist

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06 33 24 75 81

driver's licence (A, B)

11/06/1988

About

Currently student in CG at ATI - Paris 8, my purpose is to master techniques related to digital art creation and animation. Working alongside as freelance Motion Designer and 3D generalist.

Skills

Blender - Maya - After Effects - Nuke - Unity - Photoshop - Illustrator - krita - animation 2D/3D - Compositing - Digital painting - Graphic Design - Programming Python/Web

Experiences

oct. 2012 - ongoing

Pau - Paris

Freelance Motion designer / 3D generalist

various works: 3D, animation, logos, graphic communication...

June 2015 - Aug. 2015

Paris

Intern 3D artist at Picto Filmo

3D modelisation, texture painting, animation, python scripting

july 2012 - sept. 2012

Kerala (India)

Graphic Designer - Volunteer

Website Design for the University Network of South India - various print works

june 2011 - sept. 2011

Paris

Intern Graphic designer at AW studio

Graphics, web page design, 3D animation, illustration, logo design

march 2011 - april 2011

Pau

Intern Graphic designer at Ekko communication

Motion design, series of 2D animation to present a CMS

Qualifications

sept. 2014 - ongoing

ATI (University Paris 8)

Master Arts and Technologies of Image

3D (modelling, animation and rendering), virtual reality, games, compositing, Python/C++ grade licence - with honors

sept. 2013 - june 2014

42 school (Paris)

programming

Algorithms, Unix, C and PHP languages

oct. 2006 - june 2012

Esa Pyrénées (Pau)

École d'art (Bayonne)

Master in Art and Graphic Design

DNSEP (Higher National Diploma of plastic expression) - grade master
DNAP (Diplôme National d'Arts Plastiques) - grade licence - with honors
MANAA (Preparation for higher arts schools)

sept. 2005 - june 2006

Borda school (Dax)

High school diploma in literature

Mathematics option - additional option Art
Language: English

Interests and leisure

KungFu Wushu; 5 years of theater; 4 years of piano; 4 years of tennis; Movies, videogame, RC vehicle, open-source, digital painting, technological surveillance, graphics, animation, 3D printing.