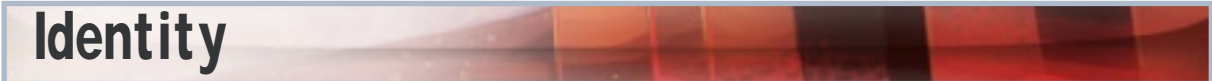


Identity



PERNEL Clément


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portfolio: <http://webfoliocp.com>

Career



2009 > MASTER ENJMIN

(National French School of Vidéo
Game)

game artist

2007 > DNAP

(National Degree of Art)

ESA

(Art school in Lorient)

advertising design

2004 > Bac Professionnel

(lycée Bertrand Duguesclin)

advertising design

Experiences




April to September 2009 > Internship CREATIVE PATTERNS

Concept Art, environment and interface 3d on Nintendo DS, prints

Years 2003 to 2004 > Internships advertisings agencies and prinerys.

advertising prints, packagings, printings.

Works



2009 > EVERFALL

second year project

ENJMIN

www.everfall-thegame.com

art direction

concept art, environment

asset environment :

modeling, textures,

UVs,skybox.

2008 > ZOMBIDS

first year project

ENJMIN

[vidéo zombids](#)

art direction

concept art ,3D environment:

modeling, textures, Uvs.

Animation et sprites 2D.

2008 > FATAL ERROR

first year project

ENJMIN

art direction

concept art

Animation et sprites 2D.

Skills



Softwares **2D**: (Illustrator, Photoshop, Quark Xpress, In Design, World, Excel).

Softwares **3D**: (3DS max 10, XSI, Crazy Bump, Zbrush, Decimation Master, Unreal Ed4, Game-Bryo).

Illustration, Concept Art, Rough, Storyboard, Game document, Dessin traditionnel
Modélisation High et Low Poly, Créations d'assets, 3d temps réel,Textures, UVs, Matériaux
Plate-forme PC et MAC

Car license

Hobbies: movies (70's à 90's, Japanese et Korean, Z movies for fun).

Européans comics 80's à 90's.

Vidéo games pc et consoles: mutiplayers ,cooperative and indies productions.

board games: strategy, modelling