



MORGANE ESNAULT

2D-3D ARTIST

WORK EXPERIENCE

2015-2023

Vivement Lundi!

Compositing Operator

Post production on «Flee» movie, the shows «Ivandoe», «Pigeons & Dragons» and «La science des soucis»

2017-2021

Polymorph

lead 3D/concept-artist/Compositing operator

Modeling-Layout / Lighting-rendering/ Real time integration

2016-2023

Graphic artist freelance

Designer, Illustration, Invitation cards

Ballistic Frogs

Artistic director

Graphic Layout and illustrations of «Psycho Starship Rampage» game

2008-2014

Polymorph

Project leader/3D artist

on several movies for attraction parks and serious games

Lighting/rendering artist

EDUCATION

2005-2008

Sup'Infograph ESRA Bretagne

Graduation movie « KRUSH » and « DES AILES SOUS LA TERRE »

2005

BAC S

SKILLS

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|  Maya |  Mudbox |
|  3dsmax |  Unity |
|  Photoshop |  Unreal |
|  After Effect |  V-ray |
|  Nuke |  Arnold |
|  Substance |  Marvelous Designer |

INTERESTS

Chief staff on gaming festival «STUNFEST» / staff for 3 HIT COMBO (versus fighting and retro gaming club)

Badminton competition, running in forest
Ecology
Fantasy and science-fiction nerd

CONTACT

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