



# Adriel Beaver

## Freelance 3D artist

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••• [adriel.io](http://adriel.io)

## Key skills

### 3D modeling

Maya, 3DSMax, Blender

Low & high poly, hard surface, stylised & realistic

### Texturing

Photoshop, Illustrator

### 3D rendering

Keyshot

### Game engines

Unity, Unreal Engine

Integration, materials, basic nodal shaders

## Languages

### French

Mother tongue

### English

Bilingual  
TOEIC 985

Freelance 3D artist, event organiser, and English to French translator living in Lille, France. I'm passionate about alternative games, personal creations, and poetic things.

Creator and director of l'indécadence, an indie games & art party during IndieCade Europe, co-organiser of A MAZE game jams, and one third of the games-adjacent collective void.garden.

## Experience

2017-2018 & Jun-Sep 2015 • **3D Artist** • SmartPixels

- Created numerous 3D renders of our products, to facilitate the communication between the company and its clients
- Studied the brands and their visual merchandizing in order to create relevant furniture design
- Created 3D meshes, textures, materials and Unity scenes for video mapping projects in small teams, as a solo artist or in duo

Sep-Dec 2016 • **3D Artist** • Idilink

- Created and edited 3D meshes and textures for an online architecture software, to grow the asset database
- Worked with restricted polycount for web requirements

Jul-Aug 2014 • **Marketing graphist** • Jules

- Creation of visuals, brochures and documents for in-house, client, and partner communications

## Education

2011-2016 • **Game Art studies** • Supinfogame RUBIKA

- **Video game director diploma** in Game Art & Management
- Created games in 4 to 20-people teams in short jams and over the course of a full year
- Studied various digital and traditionnal art techniques, acquired basic knowledge in many aspects of games development

Aug 2012 • **Game Development Program** • University of Washington

- 1-month course of game design and Unity engine, 2-week game creation with a small team as artist & project manager

2010-2011 • **Art preparatory school** • Atelier de Sèvres

2009-2010 • **Media, Culture & Communication studies** • La Catho Lille

## Other works & hobbies

June '18 • **Friary Road** by humble grove • French localisation

Nov. '17 & '18 • **L'indécadence** • Creation, direction and curation of an indie games & art party during IndieCade Europe in Paris

March '17 & '18 • **A MAZE game jams** • Co-organisation of the Out Of The Frame! and MelonGameJam

Nov. '16 & '17 • **Playformances** • Poetic game performances on stage 29 by humble grove at IndieCade EU '17, own piece at ZooMachines '16

Also a lover of photography, animals & plants, and fantasy