

## Benoit FLAIG

### 3D Artist

Date of Birth: 12 /05/1980

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### Experience

- March 2011 – September 2012: Art teacher , National Education.
- Sept 2010-Feb 2011: production of a video game with MekenSleep.
- 2010: Educational game Tharsis, Cité des Sciences et de l'Industrie.
- Summer 2010 : Architecture 3d preview. Tharsis
- 2009 : web based poker game. VOD Elephant.
- April 2008- September: Intern at Cyanide Studio, Nanterre.
- 2003-2007: High-school educator.
- 2002-2003: Computer instructor at Paris I University.

### Skills

- Computer graphics: Modelling, texturing, rigging.
- Softwares: 3D studio max , Zbrush , Photoshop CS, Corel Painter IX, Blender 2.6, Gamebryo, Unreal Developpement Kit, Unity, doomedit.
- Languages known : Python, C#.

### Education

- 2006-2008: **ENJMIN** master II, Visual Design.
- September 2005-2006 : Aesthetics thesis (in progress)
- 2004 - 2005: Aesthetics Master Degree.
- 2002 - 2003: Fine Arts Master Degree.
- 1999 - 2002 : Fine Arts University diploma.
- June 1999 : Baccalaureat.

### Others

- Spare time: sketching, moddiffying games, archery.
- English : useful working knowledge; TOEFL : 547 points,
- Driving Licence