

David Faugier
CG artist
French, born May 20th, 1976
Single
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David Faugier

Key skills:

Softwares:

Maya /3DSmax/ Zbrush / Mudbox/ Mental Ray, Turtle

Photoshop

Good drawing skills (anatomy, characters, animals, creatures, backgrounds)

Realtime game engines used: Renderware / Unreal / DaVinci

English

Italian/Spanish

Work Experience:

2010 -2011 Background artist (PRELIGHT)

2010 Character artist (ANKAMA)

CG artist at WIDESCREEN Games (2000-2009)

2009 Background "Witcher" (CD PROJECT/XBOX360-PS3)

2008 Concept artist "Identification" (WIDESCREEN)

2006-2007 Background "Highlander" (EIDOS/XBOX360-PS3)

2005 Character "Black buccaneer" (TENTACLE/PC-PS2-XBOX)

2003-2004 Background / Character "Dead To Rights 2" (NAMCO / PC-PS2-XBOX)

2003 Background / Character "Plague of darkness" (NAMCO / PC- PS2-XBOX)

2002-2003 Background / Character "Airbone troops" (PLAYLOGIC / PC-PS2)

2001-2002 Background / Character "White fear" (EIDOS / PS2)

2000 Concept artist "Frank Herbert's Dune" (EIDOS / PC-PS2)

Training:

1996-1997 3D training Widescreen Games.

1996-2000 Emile Cohl art school

1996: Bac L

Hobbies:

Drawing / photo / video games / cinema / 3D / diving