

ALEXIS FAINTRENY

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SUMMARY OF QUALIFICATIONS

- Hard-Surface Modeling and Environments preferred
- 4 Years of Modeling Experience - Maya and zBrush, proficiency with 3ds Max
- Experienced in using Zbrush
- Learning Modo
- Substance Painter and Designer
- Projects in Unreal Engine, Unity, and UDK
- Experienced with setting up shader networks in Unreal Engine
- C++ and Python basic knowledge
- Written multiple Maya scripts
- Basic rigging and animation
- Experienced using the AGILE system, daily scrums

WORK EXPERIENCE

Xemory Games - Xemo - Vermont

Published to Steam

March 2017 - Current

Lead Artist

- Create a set of modular parts to create physically accurate robots
- Keep it consistent with the art style of the environment and previous robots
- Simple yet consistent forms across all pieces that fit interchangeably
- Create new environments for new levels that convey a story
- Work alongside technical artist to make a versatile in-game robot builder

Sundae Month - Ponds - Vermont

December 2016 - May 2017

Lead Environment Artist

- Expand the world's narrative through environmental storytelling
- Maintain consistent art style across all assets
- Visually guide the player through the environment so they don't get lost
- Highlight gameplay elements through environment composition
- Create dynamic and breathtaking areas that are stylistically consistent
- Iterate upon art assets to improve their visual and aesthetic quality

The Night Shift - Polar - Montreal

January 2016 - May 2016

Environment Artist

- Create a narratively driven world to guide the player through levels
- Maintain a consistent art style across all assets
- Light the environment in a way that pushes the art style of the game

LANGUAGES

Bilingual: English and French, limited working proficiency in German

EDUCATION

- **Champlain College**
Bachelor's in Game Art and Animation

August 2013 - May 2017