PIERRE Rafaëlle

(+33)7.70.17.15.30
rafpierre@gmail.com
6 rue la Fontaine
Montrouge - 92120

✉ rafpierre@gmail.com ▲ www.artstation.com/rafaelle_pierre in Rafaelle PIERRE ⓞ @rafaelle_3.14r

Junior to mid-level 3D Generalist with 4 years of experience across video games and demanding industrial environments. Versatile profile combining creative vision, art direction and strong technical real-time skills

Languages

French
Native

English
Experimeted

Spanish
intermediate

Compétence

Adobe
• Photoshop
• Illustrator
• InDesign
• After Effect
• Premiere

3D Modeling
• Maya
• Blender
• Zbrush
• Nuke
• Marvelous Designer

Real time rendering
• Unity
• Unreal engine
• Vuforia (VR)

Shader Languages
• GLSL
• HLSL

Codding Languages
• C
• C++
• C#

Hobbies

Theater
11 year - First medal -
Jury's congratulation

Aviation
Aeronautics Initiation Certificate-
2015

Photography

Professional Experience

2024- 2026

Anomalie Studio - Pawful Dice - Paris - Art Director
Freelance - 2 years

- Defined and maintained the artistic direction of a stylized roguelike deckbuilder game
- Stylized characters and creatures (modeling, texturing, rigging, animation)
- Produced real-time environments and assets
- Integrated and iterated content in Unity

2021-2023

KAZH - Art Director - Ynov Paris
Student videogame about celtic french legends, in a 3D impresionist style on Unreal 5.
Awarded project (Jury's Favorite – Hauts-de-Seine Digital Games)

- Led full art direction (concept art, UI, 2D assets)
- Stylized shader R&D and hand-painted texturing
- Character and environment modeling and surfacing
- Trailer and teaser editing and post-production

2021-2023

Thales DMS - Brest - 3D Generalist
Apprenticeship - 2 Years
Development of a simulation tool for underwater mine removale missions

- Built and improved 3D production pipelines
- Produced product visualization of missions assets (images and videos)
- Designed real-time environments using Unreal Engine 5
- Developed virtual reality experiences
- Integrated interactive 3D models for web applications

06/2020 - 09/2020

Ingenium Digital Learning - Artiste 3d polyvalente- Caen
Development of an augmented reality phone application about sustainable developement
- Designed an augmented reality application
- Modeled, rigged and animated 3D assets
- Integrated content using Unity and Vuforia
- C# development

Formations

2021-2023

Master's Degree in Multimedia Project Management - Paris Ynov Campus
- Development of a short video game «Kazh»
- Benchmarking - Market studies - Project Managment - Art direction

2019- 2021

Bachelor's Degree in 3D Animation - Game Art - Paris Ynov Campus
- Real time render- 3D and 2D Game art - Game design - Level design - UX/UI

2017- 2019

3D Animation - Esma- International class - Lyon
- Precalculated render - Storyboard - Modelisation - Rigging - Animation - Postproduction

2016- 2017

Preparatory Year- Gobelins- Ecole de l'image- Paris
- Art - 2D Animation - Design - Photography

2016

Scientific Baccalaureate - Marie Curie- Sceaux
- Art and computer science option