

# SULLIVAN MONNIER

1996-06-04

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## RELEVANT EXPERIENCES

### INTERNSHIP AT CARA'BUS

- > COMMUNICATION CAMPAIGN FROM SCRATCH
- > 2D ANIMATIONS PRODUCTION AND INTEGRATION INTO FILMS
- > FILM SHOOTINGS WITH USERS OF PUBLIC TRANSPORTATION

2017

OCTOBER 2016  
(10 WEEKS)

### INTERNSHIP AT 3DIA

- > 3D MODELING OF LOW-POLY BUILDINGS AND FURNITURES
- > MODEL TEXTURING
- > ASSETS INTEGRATION INTO UNITY3D (HTC VIVE GAME)

APRIL 2016  
(9 WEEKS)

### INTERNSHIP AT DREAMTRONIC

- > CREATION OF A VIDEO GAME RUNNING IN UNITY3D
- > 3D MODELING OF LOW-POLY GAME ASSETS
- > CREATION OF HTML PAGES FOR ANDROID TV

2016

MARCH 2015  
(2 WEEKS)

## EDUCATION

### PROFESSIONAL DEGREE

- > 3D PIPELINE (MODELING, TEXTURING, RENDERING, ...)
- > OBJECT-ORIENTED PROGRAMMING
- > CREATION OF A COMPLETE COMPETITIVE VIDEOGAME

ONGOING

### TWO YEARS DEGREE

- > WEB DESIGN AND PROGRAMMING
- > COMMUNICATION THROUGH 2D GRAPHICS
- > VIDEO SHOOTING, EDITING AND SPECIAL EFFECTS

2017

## 3D SOFTWARES

3DS MAX

ADOBE SUITE (PS, AI, AE)

UNITY 3D 2017

SUBSTANCE SUITE

ZBRUSH

## OBJECT-ORIENTED PROGRAMMING

C#

JAVA

## WEB PROGRAMMING

HTML5/CSS3

JAVASCRIPT (JQUERY)

PHP/SQL

