

## Contact

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## Location

Montpellier, France

luciebonzom.com



# Lucie Bonzom

3D modeler & textures

## Skills

Props modeling (Indoor/Outdoor)  
Character Modeling (Uvs mapping, sculpt)  
Hand painted textures - PBR Shading

## Languages

French  
(native language)  
  
English (B1)

## Education

**2017** - Master's Degree CGI & Animated Films (ECV Bordeaux)  
**2015** - Bachelor's Degree in Animated Films (ECV Bordeaux)  
**2014** - Bachelor's Degree « Design & Applied Arts» - Université Bordeaux 3  
**2011** - High School Diploma (Plastic Arts) (Lycée V.Duruy, MdM)

## Work Experience

**2018 - 2020** : Work on « Haven » by The Game Bakers (terraforming & others)  
**2019** : Freelance for « A FATE » by Unexpected Studio (UI pictograms)  
**2018** : Freelance for « dWARf » by Unexpected Studio (FX 2d and 3D assets)  
**2017** : Internship Unexpected Studio (3D assets modeling and texturing)  
**2017** : Second Student Short animation movie in team « Rough Race »  
**2016** : First Student Short animation movie in pairs « Una »  
**2014** : Internship Michel de Montaigne (Graphisme & Print)  
**2013- 2014** : Communication assets for some small locals business  
**2012 - 2016** : Child care and animation in summer vacation camps

## Interests

Dancing, low bass-line, tattoos, making psychedelic art and psytrance music festivals.

Knitting, crocheting, reading, drawing or DND role playing with a hot tea, dreaming about magical medieval fantasy universes.

3D modeling, 3D sculpt, hand painted textures, digital illustrations

Gardening or hiking and enjoy beautiful outdoors landscapes

## Softwares

Maya (Arnold)    Substance Painter  
Zbrush            Speedtree  
Nomad            Unity  
Photoshop        Unreal Engine

## References

The Game Bakers  
(Montpellier)  
  
Unexpected Studio  
(Montpellier)

## Linkedin

