

THIBAUT DUPRE

Jr. Level Artist

PROFILE

I am a 21 years old french student in game design at Bellecour School. All along my studies, i specialized on the technical artistic aspect, not to mention game design. I am a native french speaker and commonly speak english.

CONTACT

✉ ThobiFR@Gmail.com

🌐 Thibaultdupre.com

📍 Lyon, France

☎ +33 6 49 79 22 83

🚗 Driver License

INTERESTS

- Dog Training : A casual hobby but it allows me to enjoy my dog by spending more time than usual with him.

- Hardware : Building PC is my way to overcome depression.

- Memes : Our lives are meaningless without memes so i make sure mine isn't.

- Board and Video games : What a coincidence right ?



3rd year Student at Bellecour School looking for a full time job as Level Artist starting in April 2020

EDUCATION

Game Design Bachelor — **Bellecour School Lyon, France**
(2017 - Present) It taught me the process and the fun of making games with lessons from professionals working in the industry.

Artistic Preparatory Class — **Bellecour School Lyon, France**
(2016 - 2017) Improved a lot my photoshop and drawing skills, the schematics clarity and the way i communicate to artists when we are working together.

Baccalaureate STI2D — **La Mâche Lyon, France**
2016 Where i learned the programming logic

PROJECTS

A Mysterious Journey — **Unity, Team Project**
Summer 2019 Originally a jam made with a friend where i mainly worked on Shaders, Level Design/Art, UI and 3D modeling.

Orange Anarchy — **Unreal Engine, Solo Project**
Autumn 2019 A level design & level art project made for Unreal Tournament where i had to iterate again and again to do something that i liked in term of visual and gameplay.

EOLE — **Unity, Team Project**
Winter 2018 One of the first game i was proud of where i worked on tools to build the environment and then created the environment, the UI and VFXs.

Redscape — **Unity, Solo Project**
Spring 2018 A level art project that made me discover the joy of creating immersive environments weither about visual or sounds.

OTHER EXPERIENCE

Train Manager — **SNCF**
Spring 2017 & 2018 I got to pratice the way i manage my stress and the stress of other peoples like the train delay and all consequences that flow from it such as making sure the passengers have their correspondence ensured.

It also trained me on the fact of having high responsibility because if any problem occured in the train, i was the one in charge.

REFERENCES

Julien EVEILLÉ
Level Designer at Arkane Studios
✉ eveille.julien@gmail.com

Thomas ROUSSEAU
Coworker at Bellecour School
☎ +33 617 373 487
✉ thomasrousseau26@gmail.com