LAURA PAIARDINI

technical artist

Spoken languages :
French, English, Italian

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SKILLS

- Programming +++
- Rigging +++
- Modeling ++
- Animation ++
- Texturing +

SOFTWARES

- Maya +++
- Photoshop +++
- After Effects +++
- Illustrator +++
- ZBrush ++

PROGRAMMING

- MEL (Maya) +++
- Javascript - JSX +++
- Zscript (ZBrush) ++
- Python ++
- C++ +

PROFESSIONNAL EXPERIENCE

- **INRIA (Grenoble)**   2012-2015
  CG Artist - Expert Engineer
  - Creation of scripts and pipelines on Maya and Zbrush to optimize exchanges between researchers and graphists
  - Creation of 3D ressources for multiple projects : models, rigs, animations
  - Creation of short movies to promote researchers works

- **THE BAKERY (Gemenos)**   2010
  Stage/Internship : Modeling, Texturing, Rigging, Animation
  - Training with the software Relight
  - Preparation of a CG short movie

- **BLACK SHEEP STUDIO (Paris)**   2009
  Stage/Internship : Modeling, Texturing
  - Character and environment modeling/texturing for multiple video games
  - Brainstorming about the mechanics of a dance video game

FORMATION

- **SUPINFOCOM (Valenciennes)**   2006 - 2011
  Computer graphics university
  - Master's degree in Digital direction and Infography
  - 3D modeling, texturing, rigging, scripting, animation, lighting, rendering
  - Scenario, story-board, graphic research, acting, video and sound editing

- **VILLA THIOLE (Nice)**   2005 - 2006
  Preparatory Art School
  - Studies in Fine Arts : drawing, painting, perspective, sculpture, lithography, photography, art history and philosophy

- **SCIENTIFIC BACCALAUREAT**   2005
  Physics & Chemistry

HOBBIES

- Tabletop RPG (mostly mastering)
- Video games
- Drawing
- Music (listening rock, playing piano)
- Writing
- Improvisational theatre