

VALENTIN MIALET

3D ARTIST & ART DIRECTOR

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Bordeaux, France

WORK EXPERIENCE

3D Artist at Luni

2022 — 2024

3D Artist & Art Director Freelance

Since 2015

3D Artist Apprentice

2013 — 2015

SIDE PROJECT

Comet — Short Film | Director & Writer

2024 — In production

TECHNICAL SKILLS

Maya - Arnold Render - Nuke - Cinema 4D - Redshift - After Effects - DaVinci Resolve - Adobe Suite

Connaissances : RenderMan - Blender - Houdini - Octane Render - Substance Painter

SKILLS

Art Direction - Creative direction - Storyboard - Storytelling - Project management

Lighting - Shading - Rendering - Layout - Modeling - Animation - Compositing - Editing

SOFT SKILLS

Leadership - Teamwork - Communication - Organisation - Decision-making - Empathy - Adaptability

Problem solving - Learning

EDUCATION

Professional Baccalaureate - Visual Communication, Apprenticeship

2013 — 2015

Self-taught 3D Artist

Since 2010

LANGUAGES

- French - Native
- English - B1

