

**CHRISTOPHE BLATTMANN**

**3D Generalist, Technical Artist**

**SOFTWARE**

**CONTACT**

+52 55 13 87 19 33



 **DIPLOMAS Y HOBBIES**

**Formaciones :** Diplomados, Congresos, xxxxxxxxxx xxxxxx xxxxxxxxx xxxxxxxxxxxxxxxxx

**Hobbies:** xxxxxxxxxxxxxxxxxxxxxxxxxxxxxx

**Objectives:** I’m interested in continuing my professional development in the 3D field and/or in the developing field. I have many years of visual experience to bring.

**Trajectory:** Starting my career 25 years ago doing 3D architectural visualizations, I’ve improved my skillset into the development background and lighting design for 3D animations, experience acquired into apps, videogames and 3dsMax tools programming.

**Personality:** Creative, versatile, focused on quality, delivery time and objectives. Team work attitude or independent, willing to learn new technologies and skills.

chris.bliza@gmail.com



**WORK EXPERIENCE**

Mexico, (willing to relocate)



**FREELANCE**

Developer

- Creating of 3dsMax plugins currently on sale, good public response.

- Currenlty learning C++ to improve my knowledge

07/05/2007 to10/08/2016

01/02/2021 to present

[www.christopheblattmann.com/cv-home](https://www.christopheblattmann.com/cv-home)

<https://www.linkedin.com>



[www.youtube.com](https://www.youtube.com/channel/UC6RUG61RD3kB1ZQWevjeFow)

**LOCLAB CONSULTING GmbH**

Maxscript Developer

- I found solutions to improve the 3D department production

- I conceptualized and developed several modeling and texturing tools for 3dsMax

01/08/2018 to 31/01/2021

3dsMax

V-Ray

Unity 3D

Photoshop

After Effects

Premiere

Illustrator

AutoCad

MaxScript

JavaScript

C#

Graphical Maths

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**KIDZANIA**

3D Generalist senior

-I created backgrounds design for 3D short films (modeling, lighting) that turned out to be appealing for the audience, 360° videos (3dsMax, V-Ray).

- Coordination of the diferent areas of the production to achieve a good final visual result.

- Video comp and motion graphics (After Effects).

- I found graphical and programming solutions of interactive 3D applications (Unity3D) which were very funcional

2003 to 2010

**OWN WORKSHOP**

Painter

- I produced a collection of paintings (80 approximately) , oil, acrilic and digital, which were all sold

**LANGUAGES**

French

Spanish

English

**EDUCATION**

1992

Épluches

**BAC pro, Definition of industrial products**

*L.P. Épluches*

**BEP, Structure drawing**

*L.P. Ferdinand Buisson*

**OTHERS**

* Montagnism, hiking, nature
* Painting
* videogames, puzzles

1990

Ermont

Pays

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