

thomas charier

SENIOR 3D ARTIST

101 RUE DE LA CONVENTION
44100 NANTES, FRANCE

behance.net/ThomasCharier
toasty.studio

thomas@toasty.studio
+33(0) 7 67 61 18 97

AVAILABILITY: SEPTEMBER 2024

education

Eco-responsible motion graphic designer.

Bachelor degree, First class honours.
FRANCE, 2013 — 2016

Multimedia and Internet professions.

Associate degree.
FRANCE, 2010 — 2012

Baccalaureate S, Engineering sciences.

High school diploma, Third class honours.
FRANCE, 2000 — 2010

skills

Blender.

Unity, Unreal Engine.

Substance Painter & Designer.

Adobe Suite, After Effects, Clip Studio Paint.

Scrum techniques, Jira, Confluence.

ENGLISH — LEVEL C1.
SPANISH — LEVEL A2.

work experiences

Senior 3D Artist

Fulltime @ Happy Volcano
REMOTE, MAY 2023 — AUJOURD'HUI

Prototyping of 2 unannounced projects.
Creation of 3D environments and props for an
AA simulation game & a factory game.

Art Director

Freelance @ Happy Volcano
REMOTE, JUNE 2021 — MAY 2023

Designer and head of the artistic vision of
You Suck at Parking™. Team management, 2D
sketching and 3D asset creation.

Freelance 3D artist

Independant @ toasty studio
PARIS, JANUARY 2019 — TODAY

3D and 2D animations, character design, asset
modeling, sculpting, surfacing and texturing.
PUMPKIN, DOGSTUDIO, MARKENFILM

Motion designer & 3D artist

Fulltime @ Mattrunks studio
PARIS, MARCH 2015 — JANUARY 2019

3D photorealistic animations, in VR and in real
time, for demanding and varied brands.
FUBIZ, TFOU, REDBULL, UBISOFT, ORANGE, DIOR,
VAN CLEEF & ARPELS, LOUIS VUITTON, CHAUMET,
TAG HEUER, ROGER DUBUIS, BULGARI, VERSAILLES.

Motion graphic designer

Freelance @ NYX visuals
PARIS, MARCH 2013 — SEPTEMBER 2014

Projection mapping and visual design for musical
events and brand experiences.
ADIDAS, VISION QUEST, ORANGINA, ORANGE, UNDIZ.

