

29 years old (**9 years of experience**)  
 French (native language)  
 English (read, written and spoken fluently)  
 Single, Driving license

Les Bruyères  
 03130 Loddès (FRANCE)  
 Tel. : +33 6 84 66 29 22

**Website** : <http://www.atl3d.com/>  
**E-mail** : [nicolas.dalavouras@atl3d.com](mailto:nicolas.dalavouras@atl3d.com)

# Nicolas DALAVOURAS

## - Senior Technical Artist -



2006	2007	2008	2009	2010	2011	2013	2014	2015
<b>Creative Patterns</b>			<b>Freelance</b>		<b>Playsoft Vietnam</b>		<b>Blitz Games Studios</b>	
<b>Technical Artist</b>			<b>3D Artist</b>	<b>Technical Artist</b>	<b>Technical Artist</b>		<b>Exient</b>	
<b>Trainer</b>			<i>Architectural projects</i>	<i>Unity 3D games</i>	<i>Various game projects</i>		<i>Angry Birds Go !</i>	
<i>Softimage XSI</i>					<b>Trainer</b>		<i>Angry Birds Transformers</i>	
<b>R&amp;D</b>	<b>3D Artist</b>				<i>Softimage, Zbrush &amp; UDK</i>		<i>Unannounced project</i>	
<i>Nintendo DS SDK</i>	Gourmet Chef				<b>3D Artist</b>		<b>R&amp;D</b>	
	Fashion Designer : Style Icon				PES 2011		<i>XGS Engine</i>	
					<i>Moonlight Sword</i>		<i>Shaders Development</i>	
					<b>R&amp;D</b>		<i>Tools Development</i>	
					<i>Stars of Gaïa</i>			
					<b>Lead Artist</b>			
					<i>Sonic 4:Episode 1</i>			
					Emilie			
							<i>Tools Development</i>	

### Skills

Shaders and tools development.  
 Writing tutorials and technical documentations for students or professionnals.  
 Trainer on Softimage, UDK and common 3D techniques.

### Graphics :

3D Studio Max, Softimage, Maya, Zbrush, Mudbox, Photoshop, Flash, Illustrator, InDesign, Scribus, Inkscape, Krita, MyPaint, Eyeon Fusion.

### Programming languages :

C#, Python, MEL, MaxScript, Java, HLSL, GLSL, Javascript, AJAX, Actionscript 2 and 3, XML, HTML, CSS, PHP, MySQL.

### Game engines/Frameworks :

XGS, BlitzTech, Valve Hammer, Unity, Unreal Engine 2 and 3, Nitro System, DirectX, OpenGL.

### Education

3D Animation/Video Games Diploma earned in 2006 at MJM Graphic Design, Strasbourg with honors.  
 Baccalauréat (A-levels): Mathematics, Physics, Biology. Earned in 2004 at Dumont d'Urville, Toulon.

### Hobbies

Video games, game design, animation, cinema, photography, drawing, reading, music, trips and walking.

### Objective

Continue to apply my technical knowledge on great projects while improving my purely artistic skills.



ROVIO

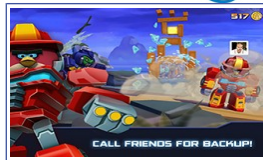


### Technical Artist

- Creation of a racing game based on the "Angry Birds" license for our client, Rovio.
- Shader and tool development
- Assets integration and debugging
- Artists support



ROVIO Hasbro



### Technical Artist

- Creation of a cross-over action game based on the "Angry Birds" and "Transformers" licenses for our clients, Rovio and Hasbro.
- Production pipeline analysis and design
- Shader and tool development
- Assets integration and debugging
- Artists support
- Participated in early design stage as a technical advisor

### Technical Artist

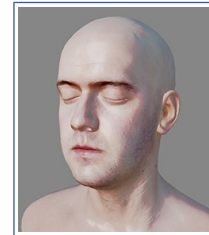
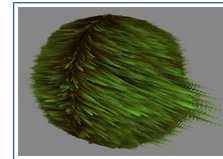
- Creation of an unannounced project for a famous US brand for mobile devices
- Shader and tool development
- Assets integration and debugging
- Artists support
- R&D on advanced rendering techniques such as real-time reflections, global illumination, shadows and optimizations

*Unannounced  
project in  
development*



### Technical Artist / R&D

- Research and Development on our internal engine, XGS
- Analysis and improvement of our internal tools – *in cooperation with the core team*
- Pipeline analysis
- Design and mockups for new built-in tools and features – *such as an animation system, a particle editor and advanced features for our shader editor*

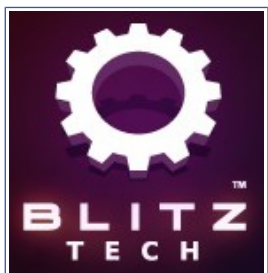


### Technical Artist / R&D

- Shader development for various projects or for R&D purposes
- Various research projects:
  - Physically-Based Rendering on mobile devices
  - Water rendering
  - Human skin rendering
  - Fur rendering
  - Partial derivative normal mapping
  - Reflection systems and parallax correction

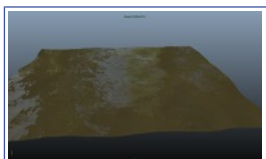


### Technical Artist / R&D



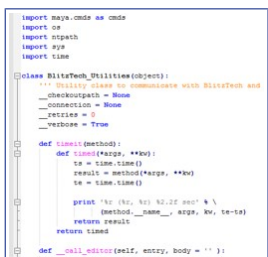
- **Research and Development on our internal engine, BlitzTech**
- **Analysis and improvement of our internal tools – in cooperation with the designers' team**
- **Pipeline analysis**
- **Integration within Maya – by creating new tools using Python scripts or C++/C# compiled plugins**

### Technical Artist / R&D



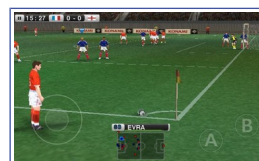
- **Shader development for various projects or for R&D purposes**
- **Research on DirectX 11 features – such as tessellation and compute shaders**
- **Research on Physically-Based Rendering**
- **Research and creation of various water surfaces – matching different climatic and geographic conditions and using techniques such as adaptive tessellation and flow maps**
- **Research on human skin rendering**

### Technical Artist



- **Creation of tools and scripts to support game teams**
- **Development of BlitzTech Shader for Maya – using C++ and DirectX 11**
- **Improvements on BlitzTech Python API and creation of Python scripts for Maya – in order to automate the export of materials between Maya and BlitzTech**

### Technical Artist



- **Porting the license « Pro Evolution Soccer » of our client, Konami, to the Windows Phone 7 platform**
- **Analysis of the project, tools, documentation and assets provided by the client**
- **Production pipeline definition**
- **Plugins creation for Maya – in order to automate some tasks such as animations symmetry, 3D scenes cleanup and export to an intermediate file format**
- **Lighting for some stadiums**
- **Modification of some graphic assets**

### Technical Artist / VFX



- **Creation of the 3D fighting game « Moonlight Sword » for iPhone**
- **Use of a cutting-edge engine – UDK**
- **VFXs' creation – within the Cascade editor**
- **Shaders' creation**
- **Creation and lighting of the game's stages - Lightmass**
- **Export, import and integration of all the graphic assets**
- **In charge of teams' training to UDK and Zbrush**

### Lead Artist / Technical Artist



- **Porting the license « Sonic 4: Episode 1 » of our client, Sega, to the Android platform**
- **Analysis of the project, tools, documentation and assets provided by the client**
- **Production pipeline definition**
- **Modification, export and integration of assets during the pre-production period**



**Technical Artist / 3D Artist**

- Creation of 2 mini-games based on the Unity 3D engine, « Rocket Island » and « Pirate Island », carried out under a promotional campaign for « Intermarché » Group
- Modeling, texturing, rigging and animation of characters
- Modeling and texturing of several elements of the environments
- Export and integration of graphic assets within the game engine



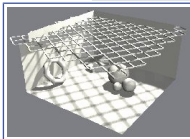
**3D Artist / Rendering / Post-production**

- Modeling from plans, texturing, lighting, animation and rendering of a 3D visualisation for an architectural project on the « côte d'azur »
- Use of Mental Ray and physically accurate shaders and lighting systems in order to obtain the most realistic rendering possible while respecting constraints of time and budget



**Self-training / R&D**

- Self-training on « next-gen » techniques such as normal mapping, displacement mapping, Spherical Harmonic Lighting, Deferred Rendering, etc...
- Self-taught learning of HLSL and shader creation using Nvidia's « FX Composer »
- « Next-gen » assets creation and integration within XNA
- Creation of a Lightmapping plugin for Softimage|XSI



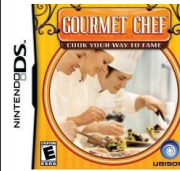
**Technical Artist / 3D Artist**

- Creation of a new episode for Nobilis' license « Hotel Giant » targeting Nintendo DS
- Production pipeline definition
- Modeling and texturing of in-game environments
- Rigging of the game's characters
- Export and integration of graphic assets within the game engine (Nitro System)
- Creation of scripts and plugins for Softimage|XSI to handle in-game animations and data export



**Technical Artist / 3D Artist**

- Creation of two new titles, « Gourmet Chef» and « Fashion Designer: Style Icon », respectively for Ubisoft and 505 Games/Digital Bros
- Production pipeline definition
- Modeling, texturing, lighting and rendering of 3D backgrounds
- Export and integration of graphic assets within the game engine (Nitro System)
- Creation of scripts and plugins for Photoshop to batch data export



**Web / Flash Developer**

- Development of « Babbelflade » Flash game for France 3 Alsace based on one of the shows of the TV channel
- Development « Yellow Jacket » Flash game based on a series of short films
- Development Creative Patterns' website using SPIP and others additions in PHP/HTML/CSS

