

Rodolphe Langlois

152 Costa Mesa St
Costa Mesa, CA 92627
(949) 607-6948
Rodolphe.langlois@protofactor.biz

Technical skills

- Proficient in: 3D Studio Max, ZBrush, Adobe Photoshop, Crazy Bump, Unity 3D
- Familiar with: Visual scripting tools, JavaScript, C#, Flash
- Strong foundation in the traditional arts including, but not limited to figure drawing and illustration

Experience

- | | |
|---|----------------------|
| Owner / Founder
<i>Protofactor – Costa Mesa, CA</i>
Freelance 3D studio designed to create quality characters, concepts and environments to people around the world. | Dec 2010 – Present |
| Freelance Project
<i>Kuroato Media</i>
Character creation with animation | June 2013 |
| Freelance Project
<i>Subscience Studio</i>
Creation of a Boss character with animations | Mar 2013 |
| Freelance Project
GAME: QUEEN BEE (released)
<i>Lyrud, LLC</i>
Creation of characters, props and animations | Jan 2013 |
| Freelance Project
<i>Peter Edelstein Softwareentwicklung</i>
Model creation, character creation and animations | Dec 2012 – May 2013 |
| Freelance Project
GAME: ALIEN FRAKASS (released)
<i>Punchy Games, LLC</i>
Creation of characters and animations | Dec 2012 |
| Freelance Project / Lead 3D Artist
Game: GRAVESTOMPER (released)
<i>Mad Menace – Huntington Beach, CA</i> <ul style="list-style-type: none">• Character modeling, Character animation, Environment and props modeling, Texturing, FX creation• Concept art creation• Integration into 3D engine (Unity 3D engine) | Oct 2011 – June 2012 |

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Freelance Project / Lead 3D Artist

May 2011 – Oct 2011

Game: Mini Minions (Currently in development)

Mad Menace – Huntington Beach, CA

- Character modeling, Character animation, Environment modeling, Texturing, FX creation
- Concept art creation
- Integration into 3D engine (Unity 3D engine)

Freelance Project

April 2010 – June 2010

Municipality of Villeneuve Saint Georges – Villeneuve Saint Georges, France

Created a 3D environment of the city's theatre which allowed them to plan an event to celebrate the National music festival.

Freelance Project

Aug 2009 – Sept. 2009

Municipality of Villeneuve Saint Georges – Villeneuve Saint Georges, France

From concept to finish, created and painted a mural on a wall of a park (wall was 200ft long and 3ft high)

Freelance Project

July 2008 – Aug 2008

Keep Lucky – Paris, France

Concept art creation for Marionnaud's Christmas charity event. Created 2D blueprints for key chain molds.

Education

CNA-CEFAG (National Center of Audio Visual)

Maisons-Alfort, France

- Studied 3D images
- Certified as a technician in 3D images

Self education

Industry standard tools such as 3DS Max, Photoshop, Virtools, Zbrush, Deep Paint and Flash

Saint Charles University

Paris, 1 Panthéon Sorbonne

- License d'arts plastiques (equivalent to Bachelors in Visual arts; painting, drawing, sculpting)