

# STEPHANE HENRARD

3D GENERALIST
3D TECHNICAL ARTIST
MECHANICAL DESIGN (CAO-DAO)
GRAPHICS DESIGNER

### **ABOUT ME**

Throughout my career, I have developed robust skills and versatile capabilities. Adapting to new environments and software comes naturally to me. My international experience spans various fields and companies. I'm a dedicated pixel-perfect and friendly 3D graphic designer. I enjoy problem solving and technical challenges.







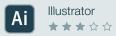




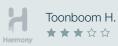
















### 3D SKILLS

HD Visualization, Real time production, Asset creation, Animation, Layout, Online configurator, Technical modeling.

Production pipeline design, Technical R&D, Data preparation, Database management, Quality check.



# GRAPHIC DESIGN & 2D SKILLS

Advertisment, Stand, Display, Storefronts, Print production, Podium, Event, POS, Animation.

Technical drawing, 2D
Rigging, HD file creation
(print ready), Layouts,
Image editing, Visual identity
Variations, Compositing,
Guideline compliance.



# ADDITIONAL SKILLS

Team lead, Deadline monitoring, Quality check, Problem solving, Familiar with IT security.

#### SOLIDWORKS CERTIFICATION







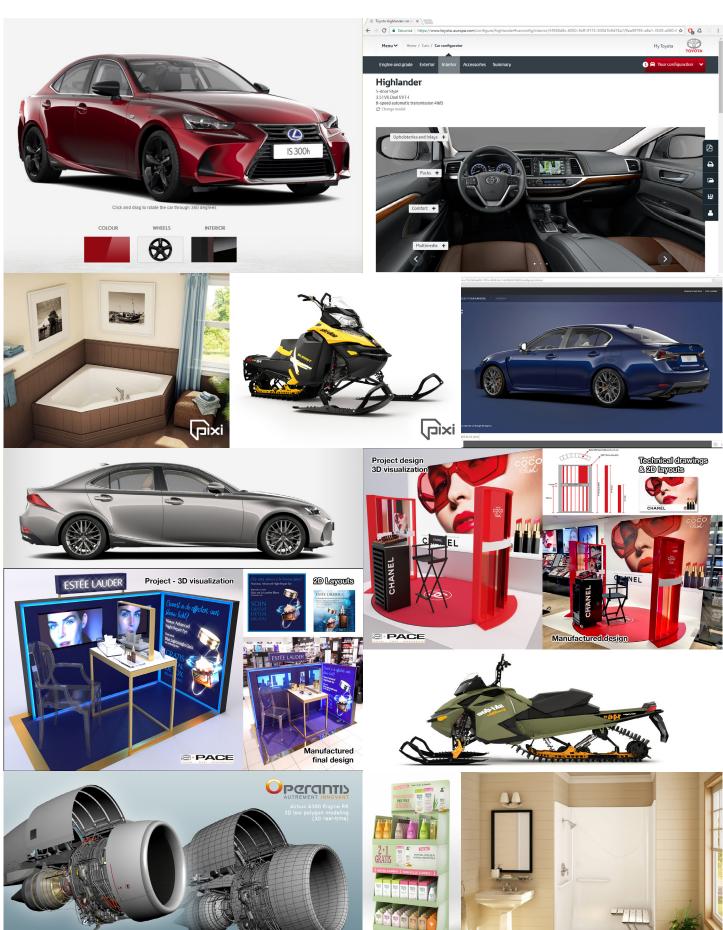
#### PROFESSIONAL EXPERIENCE & EDUCATION

2021-2024	Technical 3D Director - 3D Generalist • K6 Anim Institute (Canada-Belgium) 3D & 2D production, real time production, R&D pipeline, course creation, team lead.
2017-2021	3D & 2D Graphics Designer • S-Pace / Wind'o 3D Visualization, technical drawing, graphic design, HD file creation, quality check.
2015-2017	3D Technical Designer • Dassault Système - 3DExcite 3D Automotive Visualization, real time production, online configurator, data preparation.
2015	3D Graphics Designer • DDB 3D Marketing visualization (stand, display, POS).
2013-2015	Graphics Designer • Gutenberg Network Graphic design, layout (weekly folder), advertisment, print production, logo creation.
2012-2013	3D Graphics Designer (real time) • Operantis (Taiwan) 3D technical modeling (low-poly), real time production, shading, texturing, vertex painting.
2011-2012	3D Graphics Designer • Pixi Studio (Canada) 3D industrial visualization, online configurator, modeling, data preps, lighting & rendering.
2008-2011	3D Graphics Designer (Real time) • Operantis (France & Taiwan) 3D technical modeling (low-poly), real time production, shading, texturing, vertex painting.
2005-2007	3D Graphics Designer • VO-Communication Event 3D Layouts, event scenography, modeling, shading, texturing, lighting & rendering.
2005	Internship • ZOOO Multimedias 3D Architectural visualization, modeling, texturing, lighting, rendering, compositing.
2002-2005	Bechelor - 3D Graphics Design • Haute Ecole Albert Jaquard

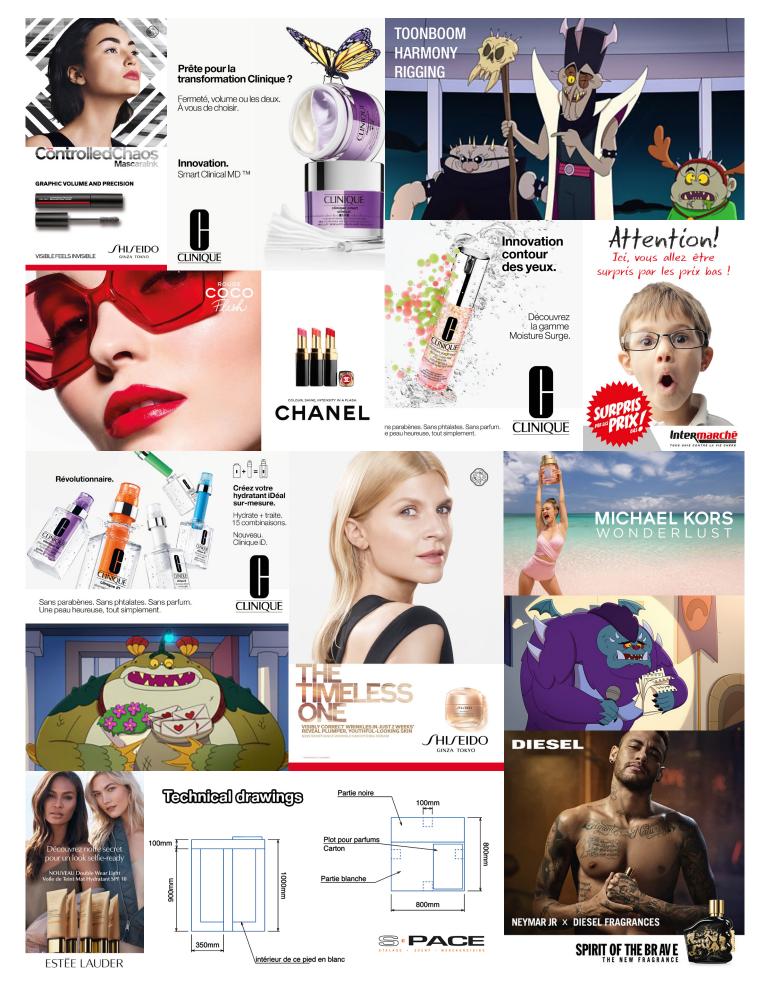
3D animation, 3D modeling, drawing, sculpting, visual communication, scripting,

philosophy, psychology, photography, graphic design, etc.

## 3D PROFESSIONAL PORTFOLIO



## PROFESSIONAL GRAPHICS DESIGN & 2D PORTFOLIO



## 3D PERSONAL PORTFOLIO

