

# PIOR OBERSON

I am a character artist doing illustrations, 3D assets and digital sculpts.

Nationality: French  
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## OBJECTIVE

To work on original game projects in a challenging team environment ; to share my passion and skills with other artists.

## EDUCATION

### 2011 - Imaginerick Creature and Character Design Studio - Santa Ana, CA.

Life-size mask sculpting, molding and casting ; character maquette sculpting - 25 hours.  
[www.imaginerick.com](http://www.imaginerick.com)

### 2008 - Jordu Schell Sulpture Studio - Chatsworth, CA.

Creature and character design class - 25 hours.  
[www.schellstudio.com](http://www.schellstudio.com)

### 2002 to 2005 – Arts Décoratifs School of Strasbourg - France.

Life study class.

### 2001 to 2005 - ENSAIS 'INSAS' National School of Arts and Industry - Strasbourg, France.

Architecture studies + 4 months exchange at the University of Bath, UK. Graduates in 2005.

### 1999 to 2001 - Dessaignes School - Blois, France.

Mathematics, physics and engineering science.

### 1998 to 1999 - Pothier School - Orléans, France.

Scientific Baccalaureate and art course.

## WORK EXPERIENCE

### Nov 2007 to present day - Blizzard Entertainment - Irvine, CA.

Senior 2D 3D Character artist on a nextgen MMO title a.k.a. TITAN.  
[www.blizzard.com](http://www.blizzard.com)

### Feb 2007 to Nov 2007 - F4 Group - Paris, France.

Character artist on *Empire Of Sports* and *Exalight*.  
I modeled, textured and prototyped character assets in anime and semi-realistic style.  
[www.f4-group.com](http://www.f4-group.com)

### Nov 2005 to Nov 2006 - Khaeon Games BV - The Hague, The Netherlands.

Character artist on the MMORPG *The Chronicles of Spellborn*.  
My job was to concept, model and texture playable and non-playable characters and character props.  
Also included the training of another CG artist in the areas of modeling and texturing.  
[www.tcos.com](http://www.tcos.com)

### July 2004 - TOA Architecture Studio - Strasbourg, France.

Internship. Urban planning, project rendering and project communication.

### July 2003 - Rey-Luquet Architecture Studio - Strasbourg, France.

Internship. Project conception and drafting, cross-section and facade rendering, inventories, photo editing.

### August 2000 - First Evolution - Orléans, France

Design and execution of a showcase booth for the World Bike Exhibit in Paris, France.

## SKILLS

Traditional and digital illustration and modeling techniques.  
Photoshop - 3DSMax - Maya - Mudbox - ZBrush - pen and paper.  
Spoken and written French and English. French : native. TOEIC Test Of International English : Gold.