

# **Francois Stelluti**

*3D Environment Artist*

[www.francoisstelluti.com/](http://www.francoisstelluti.com/)

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384 Dieppe St., 2<sup>nd</sup> floor

Ottawa, ON

K1L 6V4

Home: (613) 680-6292

Cell: (613) 291-7329

[francoisstelluti@gmail.com](mailto:francoisstelluti@gmail.com)

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## **Skills**

- 3D modeling (specifically Environment/Props)
- High/Low Polygon methodologies
- UV unwrapping methods and Normal mapping
- Game Engine work flow (importing, placing, managing assets)
- Basic programming/scripting skills in various languages
  
- Trained to perform in a team with strict schedules and milestone delivery
- Adapting art to the required style
- Excellent Communication
- Fluent in French

## **Software:**

- 3D Studio max (Intermediate-Expert)
- Blender (Intermediate)
- Adobe Photoshop (Intermediate-Expert)
- Maya (Working Knowledge)
- Pixelogic Zbrush (Working Knowledge)
- Multiverse (Game Engine Platform)

## **Programming Languages:**

- Maxscript, Python, CSS, Java, C++, HTML/XML (Intermediate-Beginner)

## **Experience**

**Volunteer** at the 2009 Montreal International Game Summit ( <http://sijm.ca/2009/?language=en> )  
November 2009

- Helped with logistics and preparation before the Summit.
- Insured the registration process onsite of all speakers.
- Supervised the conference rooms.
- Guided the attendees and answered their questions.

**3D Environment Artist** at ThinkPlay Studios ( [www.thinkplaystudios.com/](http://www.thinkplaystudios.com/) )  
September 2008 -- January 2009

- Working and developing an unannounced MMO PC game.
- Created art assets for the game, including building and texturing various props.
- Implemented Low-Polygon/Triangle methods for all assets.
- Integrated assets into the game using the Multiverse platform ( [www.multiverse.net/](http://www.multiverse.net/) ).
- Understanding the game development process, including asset management and Level of Detail for models.

**3D artist** at Casual Studios  
April -- June 2008

- Built an environment for an Xbox Live game called IonWars, a 3D space/RPG game.
- Established various other 3D assets for the opening cinematic.
- Achieved the required polygon/triangle counts for all assets.
- Unfortunately, shortly after joining the company, the project lead canceled the project.

**Research Assistant** for Professor Xianfu Wang at University of British Columbia Okanagan.  
September 2004- June 2005

- Transferring written assignments and papers into LaTeX.
- Marking assignments and tests for Dr. Wang's courses.
- Researching several mathematical topics.

**Research Assistant** for Professor Yves Lucet at University of British Columbia Okanagan.  
May – August 2004

- Main goal was to research, write, and publish a report on radiotherapy.
- Read and summarize several articles electronically with LaTeX.
- Simplified relevant parts of each article to get a framework for the project

**Intern** at Tygerteam Consultants Ltd.  
May – August 2001

- Developed a program called Phogroupware for asset management.
- Installing computer hardware, crimping and laying out network wire.
- Testing applications in Phpgroupware for bugs.
- Managed/trained volunteers that test for bugs in Phpgroupware.

## **Education**

*Diploma in 3D animation* (President's List) **Jan 2008**  
Digital Arts Technology Training Institute

*BSc. in Mathematical Sciences* **April 2005**  
University of British Columbia Okanagan

**References:** Available on request

