ALYCIA KENE

3D ARTIST (Props, Environnement)

I'm keen to combine my skills in 3D computer graphics with my interest in psychology to create optimal and enjoyable user experiences.

OBJECTIFS

- Creating high-quality 3D assets
- Exploring different artistic directions
- Ambitious collaborative video-game projects
- UX design

CONTACT

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- Artstation : Alycia KENE
- Itch.io
- B driving licence

SOFT SKILLS

- Intellectual curiosity
- Adaptability
- Optimism
- Empathy

SOFTWARE

Comfortable with :

M Ds Pt Ps

Can be used :

Unreal Engine Substance Blender

LANGUAGES

- French (Mother tongue)
- English (B2)

INTERESTS

- Video games (roguelike, strategy, management)
- Visual arts (drawing, painting, models)
- Hiking

PROFESSIONAL EXPERIENCES

INTERNSHIP: PHOTOREALISM & TEXTURING

- At Pixup Academy, December 2024 – February 2025
  - Modelling and texturing of realistic assets based on photos
  - Processing and using photos to create textures
  - Complete texture creation with substance designer

3D PROPS ARTIST

- At Selios Games, October 2024 – January 2025
  - As part of a team of mid-level freelancers, creating props for the prototype of a narrative thriller game with a stylised art direction and integration on Unity.

INTERNSHIP: 3D GRAPHICS & ENTREPRENEURSHIP

- With Solenne Marty, June – July 2024
  - Skills development on a personal portfolio piece
  - Support in managing a freelance activity (budget, declaration, client services, etc.)
  - Hiqub immersion: Team development of an idea for a video game. Introduction to art direction, market research and benchmarking. Creation of a pitch deck on the concept.

3D ENVIRONMENT ARTIST

- End of year project : Invictus, January – May 2024
  - In a team of 15 people, creation of a vertical slice presented on Twitch for the Gamagora Game Show
  - Creation (concept, modelling and texturing) and integration of environmental assets on Unreal Engine 5

TRAINING

BACHELOR 2D/3D ANIMATOR & VFX

- Studi – Distance learning, May 2024 – June 2025

GAMAGORA PROFESSIONAL DEGREE: 3D COMPUTER GRAPHICS, VIDEO GAMES

- Institut de la Communication, Bron, September 2023 – May 2024

BACHELOR'S DEGREE: PSYCHOLOGY

- Université Clermont Auvergne, Clermont-Ferrand, 2021 – 2023
  - Mention Bien