

Michael FLOCCO

Please contact me by email
for further informations.
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<http://michaelflocco.com/blog>

3D Environment Artist

Objective

My objective is to become a 3D artist in a famous game development company.

Education

2007-2010 : Aries (private school specialised in CG)

2004-2007 : High National Diploma "SRC" (Communication Networks and Services)

2001-2004 : "A" Level ("Baccalauréat" in literature)

Professional experience

- July to September 2007 : employee at Toitot (*decorative materials*), Valdoie (90)
- August 2008 : employee at Phonak France (*hearing systems*), Bron (69)
- June to September 2009 : employee at Phonak France (*hearing systems*), Bron (69)
- June to August 2010 : employee at Phonak France (*hearing systems*), Bron (69)

Additional informations

- * Languages : French (mother tongue), English (fluent, TOEIC : 895/1000 in 2007)
- * Computing :
 - Adobe Photoshop (advanced), Illustrator (moderate)
 - Autodesk 3DS Max (advanced), Maya (moderate)
 - Autodesk Mudbox (moderate), Pixologic Zbrush (basic)
 - Unreal Editor (basic)
 - Adobe Premiere, Final Cut (advanced)
- * Creator and author of the first french fan website about *Mirror's Edge* (<http://mirrorsedgefans.fr>)

Interests and activities

Internet and video games (FPS, adventure, racing, etc). Music (rock, metal, ambient, reggae, etc).
Reading (thrillers, mangas). Photography.