

Hello!

I'm Penelope Duchaineau

Mid-Level 3D Artist

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Portfolio and more info here : <https://pennydee.ca>

Tools

Blender, Zbrush, 3DS Max, Maya, Keyshot, Substance Painter, Marvelous Designer, Photoshop, Adobe Premiere, Adobe After Effects

Experience

August 2021 - PRESENT

Real by Fake, Montreal, QC - *Mid-Level* 3D Artist

- Character, Asset and Environment modeling and sculpting
- Grooming
- Character and Asset Rigging
- Character and Asset Texturing

Extra training

February 2022

Organic Character Modeling Course - Zbrush - École NAD

February 2022

Human : Realistic Portrait Creation - Blender - CG Cookie

Education

2018 - 2021

Cégep Limoilou, Québec, QC - *3D Animation and Image synthesis technical program*

3D generalist formation - Learned Hard surface and organic modeling, Sculpting, Texturing, Rigging, Animation, Compositing, as well as some story-telling and cinematography.

Movie credits

- The Sacrifice Game - 2023 - CG Modeling Artist
- Aftermath - 2024
- Witchboard - 2024

Languages

French and English (Spoken and Written)