



(819) 432-8252 penelope@pennydee.ca Website : <u>pennydee.ca</u> 6432 rue Claudel, Brossard, QC, J4Z 0G8



Cégep Limoilou | 2018–2021 3D Animation and Image synthesis technical program



École NAD | 2022 Organinc character Modeling – Zbrush

CG Cookie | 2022 Realistic portrait creation - Blender





Drawing











Penelope Duchaineau

🖌 About Me

As a 3D artist, I use my technical and artistic abilities, as well as my experience in drawing to transform artistic concepts and images into appealing 3D objects, characters and environments. I am a quick learner and always ready to learn new softwares. During my time in the industry I was able to touch on different areas outside of my specialization, including grooming and rigging, and I am always open to trying even more.



Jul Dec **3** 2021-2023

3D ARTIST - GENERALIST

Real by Fake

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

2021-2023

3D ARTIST

RaceInc through Real by Fake

- Assembling and Texturing CAD models in Keyshot
- Lighting and rendering Bikes and parts in Keyshot
- Modeling and sculpting realistic welding



- BLENDER 3D
- 3DS MAX
- AUTODESK MAYA
- SUBSTANCE PAINTER
- KEYSHOT

- MARVELOUS DESIGNER
- PHOTOSHOP
- ADOBE PREMIERE
- ADOBE AFTER EFFECTS

Reading

Knitting



- 2022 THE END IS NYE CG Artist
- 2023 THE SACRIFICE GAME CG Modeling Artist
- 2024 WITCHBOARD CG Artist

2024	МОМ	
	CG Modeling Artist	
2024	AFTERMATH CG Artist	



French

- Written : Advanced
- Spoken : Advanced

English

- Written : Advanced
- Spoken : Advanced



Organic modeling

- Hard surface modeling
- Digital sculpting
- Texturing
- Stylized and realistic styles

Portfolio and other links

EMAIL	·····>	penelope@pennydee.ca	
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