

PIOR OBERSON

I am a character artist doing illustrations, 3D assets and digital sculpts.

Nationality: French
DoB : July 19th 1981
contact@pioroberson.com
www.pioroberson.com

OBJECTIVE

To work on original and challenging visual arts projects, and to share my passion and knowledge with other artists.

WORK EXPERIENCE

2014 to present day
Freelance graphic artist.

Nov 2007 to Sept 2013 - Blizzard Entertainment - Irvine, CA.
Character concept artist on the *Titan* MMO project.
Senior 3D Character artist on the *Titan* MMO project.
Additional art for *WoW : Wrath of the Lich King* and *Diablo III : Reaper of Souls*.
Cinematic Artist within the Blizzard Film Department for costume and prop design.
www.blizzard.com

Feb 2007 to Nov 2007 - F4 Group - Paris, France.
Character artist on *Empire Of Sports* and *Exalight*.
I modeled, textured and prototyped character assets in anime and semi-realistic style.
www.f4-group.com

Nov 2005 to Nov 2006 - Khaeon Games BV - The Hague, The Netherlands.
Character artist on the MMORPG *The Chronicles of Spellborn*.
My job was to concept, model and texture characters and props.
Also included the training of another CG artist in the areas of modeling and texturing.
www.tcos.com

August 2000 - First Evolution - Orléans, France
Design and realisation of a show case booth for the World Bike Exhibit in Paris, France.
Painted murals and CG imagery.

EDUCATION

2011 - Imaginerick Creature and Character Design Studio - Santa Ana, CA.
Life-size mask sculpting, molding and casting ; character maquette sculpting - 25 hours.
www.imaginerick.com

2008 - Jordu Schell Sulpture Studio - Chatsworth, CA.
Creature and character design class - 25 hours.
www.schellstudio.com

2002 to 2005 – Haute Ecole des Arts du Rhin - Strasbourg - France.
Life drawing.

2001 to 2005 - ENSAIS 'INSAS' National School of Arts and Industry - Strasbourg, France.
Architecture degree. Including time at the University of Bath, UK.

1999 to 2001 - Dessaignes School - Blois, France.
Mathematics, physics and engineering science.

1998 to 1999 - Pothier School - Orléans, France.
Scientific Baccalaureate.

SKILLS

Traditional and digital illustration and modeling techniques.
Photoshop - 3DSMax - Maya - Mudbox – ZBrush - pen and paper.
Spoken and written French and English. French : native. TOEIC Gold.



IMAGINERICK

SHELL SCULPTURE STUDIO



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