

# JEAN-FRANÇOIS BOUCHARD

St-Jérôme, Québec, Canada

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## FREELANCE 3D ARTIST

Meticulous 3D Artist with a passion for accurate hard-surface modeling and realistic results. Applies robust understanding of surface properties to model creation. Produces quality models and textures while meeting project specifications. Possesses strong eye for detail and authenticity. Fluent in French and English.

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## Professional Experience

### CLIENT : SLIGHTLY MAD STUDIOS • London, England • 2008 – Present

Takes part of a distributed game development team as a Senior Vehicle Artist. Models, textures and animates vehicles for cutting edge racing game titles across multiple gaming platforms. Models LOD meshes and sets up game engine properties for vehicle functionality. Participates in technology R&D, writes process documentation, supervises production tasks and mentors new artists.

- Published titles: *Project CARS* • *Need for Speed SHIFT* • *SHIFT 2 Unleashed* • *Ferrari Racing Legends*
- Other titles (release TBD): *World of Speed*, *Red Bull Air Race: The Game (PC)*, *Project CARS 2*

### CLIENT : VIRTUAL MECHANIX • Queensland, Australia • 2005 – 2007

Provided 3D models for two successful Xbox 360 racing game titles. Modeled, textured and animated cars and motorcycles to precise specifications for the Xbox 360 platform.

- Published titles: *Project Gotham Racing 3* • *Project Gotham Racing 4*

### CLIENT : PRODRIVE SYSTEMS • Montréal, Canada • 2005 – 2006

Contributed to the launch of a new line of medical equipment products by producing high-resolution images for marketing assets. Worked with existing CAD data, setup materials and lighting in keeping with the brand identity and rendered high DPI assets.

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## Education

Self-taught

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## Technical skills

**Autodesk 3D Studio Max:** Modeling from photos, blueprints or CAD references • High-res poly modeling • Low-res poly modeling with polycount limitations • Conversion & optimization of CAD models • Creation of high-fidelity Class A mesh surfaces • LOD mesh creation • UV unwrapping • Normal map generation • Mechanical animation • Lighting • Rendering

**Adobe Photoshop & Illustrator:** Vector & raster graphics creation • Texture creation • Sketching

**Proprietary game engines:** In-game properties configuration • Material setup • Testing & bug fixing

**Other skills:** 3D geometry QA • Process documentation authoring • Artist mentoring • Perforce & Alienbrain revision control systems • JIRA bug tracking system • WordPress CMS