

# Alexandre Fiolka

Senior 3D character artist  
alexandrefiolka@gmail.com

<http://alexandrefiolka.carbonmade.com/>

## Summary

My name is FIOKA Alexandre, i'm 33 years old.  
I'm a 3D artist with 10 years experience, focusing on Creatures and Characters creation for the entertainment industry.

I've worked on various project, like The Order 1886 (still in development), tales from the borderlands(Telltale Games), Smite teaser (released by RealtimeUK), I Am Alive (an AAA survival FPS by Ubisoft), Fighter within (an AAA fighting game on Xbox One),... It gave me strong skills on various domains like LowPoly/HighPoly modeling (organic and mechanic),texturing, rigging/skinning, unwrap, design, documentation research.



At 10Tacle Studio Belgium i was in charge of the team environment management (asset management, 2D and 3D design research, supervision of the artistic quality/unity assests produced by the team, and the supervision of the level editing according with the art director).

## Software

3dsmax, Zbrush, Vray, maya, Topogun, 3DCoat, Mudbox, DeepPaint 3D, Xnormal, CrazyBump, Photoshop, Illustrator, Flash, After Effect, Keyshot, Marvelous Designer.

## Specialities

Digital Sculpting, Hard surface modelling, retopology, 2D & 3D concept sketch, Texturing/Hand painting.

## Experience

### **Freelance Character Artist**

Since October 2012

Ubisoft, RealtimeUK, Deltatec, Kylotonn, Ready at Dawn, GFactory, Telltale Games

### **Freelance Character Artist**

October 2012- October 2013(1 year 1 month)

Next gen characters production



### **Character artist**

Softkinetic Studios

January 2010- October 2012(2 years 10 months)

characters production

### **3D Artist**

Softkinetic

February 2009- January 2010(1 year)

characters,asset, environments production

### **3D Artist**

SkyMonkeyStudio

September 2008- April 2009(8 months)

characters,asset, environments production

### **Environment Artist**

Darkworks

October 2008- February 2009(5 months)

environments production

### **lead environments artist**

10Tacle Studios Belgium

September 2007- August 2008(1 year)

### **environment artist**

10Tacle Studios Belgium

September 2006- September 2007(1 year 1 month)

environments production

### **graphiste**

Piwoo

November 2004- September 2006(1 year 11 months)

