Jonathan Duval
Generalist 3D Artist / Real-time 3D specialist

✉ jonathan.duval.cg@gmail.com

📞 070-4470-2939

🏠 1-15-2 Hatagaya, Shibuya-Ku
Tokyo151 - 0072
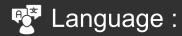
🌐 www.jonathanduvalcg.com

Software :

Unreal Engine (7 years)
Unity (14 years)
3DsMax (14 years)
Maya (10 years)
Substance painter (6 years)
Zbrush (12 years)
Adobe suite (15 years)
Perforce (6 years)

Language :

French (Native)
English (Fluent)
Japanese (Beginner)

Certification :

Unreal Engine Authorized Instructor
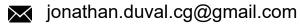
European Bachelor of Computer Graphic Art

Links :

LinkedIn: www.linkedin.com/in/jonathan-duval-3dartist

Portfolio:
www.jonathanduvalcg.com

Work experience

Tako Studio
CEO - Game Director / 2018 - 2023

Supervision of the production of the video game called «Minimal Move».

- Responsible of the Art and Game design
- Managing a team of 10 people
- Find the funding for the production at French organisation called CNC / Paris region / Kickstarter / Epic Megagrants
- Commercialisation on Steam / Nintendo Eshop / Epic Game Store / DMM / Stove
- Promotion online and at event

Minimal Move key fact :

- Best game design at Taipei game show 2020
- Tokyo game show official selection 2019
- Award at the Indie Game Factory (French video game event) 2018
- Official selection Indie game contest (French video game event) 2019

Software used for the production : Maya, Substance painter, Zbrush and Unreal Engine.

ECV Creative Schools and Community
Head of studies video game section / July 2021 - July 2023

- In charge of the video game section
- Four classes from bachelor to master
- Hiring and managing a team of 20 teachers
- Writing the programm of the year and the exam
- Supervising the production of the student's games

Software used for the education : Maya, Substance painter, Zbrush and Unreal Engine.

ICAN
Unreal Engine and realtime 3D Instructor / January 2023 - November 2023

- Real time production teacher for the Master degree 4 and 5 years.

Software used for the education : Maya, Substance painter, Zbrush and Unreal Engine.

Paris Ynov
Unreal Engine and realtime 3D Instructor / September 2020 - March 2021

- Unreal Engine instructor for the master students

Software used for the education : Maya, Substance painter, Zbrush and Unreal Engine.

The UX Agency
Real-Time 3D Generalist / October 2015 - Febbruary 2018

- Responsible of realtime project
- Production of VR / AR application
- Production of promotional video
- Client Nissan, Honda, Microsoft, Sales Force, Paris City.

Software used for the production : Maya, Substance painter, Zbrush and Unreal Engine.

NKI
Real-Time 3D Generalist / June 2016 - January 2017

- Real-time 3D generalist.
- Production lead for a project for the Pyeongchang Olympics
- Production of an apllication for horse race

Software used for the production : Maya, Substance painter, Zbrush and Unity.

Jungler
Lighting and compositing Artist April, May 2017 and Modeling supervisor May, June 2018

- 3D generalist working on advertisements projects such as Victor and Rolf, Spontex, Babybel.
- Production of real-time environement for virtual theater

Using Maya, Redshift, Nuke. Unity

La Rue Image
3D Generalist Artist / september 2016 - November 2016

- 3D real time generalist
- Made one trailer of the video game project called «Rokh» for Darewise Entertainment.
- 3D character Artist

Using Unreal Engine, Maya, Zbrush

Darewise Entertainment
Character Artist / May 2016 - June 2016

- 3D character Artist for the Video Game called «Rokh».

Using 3DsMax, Zbrush and Unreal Engine.

Tindalos Interactive
Lighting Artist / February 2013 - February 2014

- Lighting and rendering artist for an animated serie «Foot2Rue Extrême» for TéléImage Production

Using Maya, Nuke

Game Consulting
Environement Artist / October 2012 - January 2013

- Responsible of the production of 5 environements for an animated serie «Foot2Rue Extrême» for TéléImage Production

Using Maya, Vray

Infime architecture
CG Generalist Artist / July 2011 - February 2012

- In charge of the production of picture and video for architects and building firms.
- Compositing, matte painting and 3d modeling, texturing, lighting, rendering.

Using 3DsMax, Vray, Photoshop

Faeria Studio
CG Generalist Artist / March 2010 - March 2011

- 3D generalist on the game called «RUNE»

Using 3DsMax, Unity

Conference speacker

VivaTech
Paris 2023

Speack about the different work in the game industry

Animasia
Bordeaux 2023

Speack about the use of Unreal Engine in the video game industry

Game connection
Paris 2018-2019

Speack about Minimal Move

Stunfest
Paris 2019

Speack about Minimal Move and the use of Unreal Engine in game production