

**Kevin ALBERT**  
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## **ACCOMPLISHMENTS**

Lotus:(commercial at Akama Studio 2008)

- \* Previz
- \* Lead Environment
- \* Scene assembler

Freej:(commercial at Cube Creative 2008)

- \* Environment Modeler
- \* Lighter
- \* Fx backup

Kitkat:(commercial at Akama Studio 2008)

- \* Previz
- \* Lead Environment
- \* Scene assembler

Mercedes:(commercial at Akama Studio 2008)

- \* Designer
- \* Previz
- \* Technical director
- \* Environment Modeler

Titou:(commercial at Akama Studio 2007)

- \* Designer
- \* Previz
- \* Environment Modeler

Seally 1 & 2:(commercial at Akama Studio 2007)

- \* Designer
- \* Previz
- \* Environment Modeler

Figth For Kisses:(commercial at Akama Studio 2007)

- \* Designer
- \* Previz
- \* Environment Modeler

Redsteel 2:(Video game at Ubisoft 2006/2007)

- \* Environment Modeler

Ghost Recon 2:(Video game at Ubisoft 2006/2005)

- \* Environment Modeler

Architcture Projects:( Studio Porzemparc 2005)

- \* Environment Modeler
- \* Lighter

Teacher:(IsartDigital 2004)

- \* Supervisor
- \* Lighting
- \* Modeling

Teacher:(ABC Formation)

- \* Basic Manipulation

Flunch:(commercial at Akama Studio 2004)

- \* Designer
- \* Environment Modeler
- \* Character Modeler

Design/Previz:(Stills at Creadesign 2002/2004)

- \* Environment Modeler
- \* Lighter

## **DEGREES**

Toefl (English)  
Baccalauréat  
Digital Art Degree

## **SOFTWARE EXPERIENCE**

3dsmax	Maya
Particule Flow	After Effects
V-ray	Shake
Mental Ray	Photoshop
WorldMachine	

## **LANGUAGES**

French  
English  
Spanish