

# Bryan GROMY

## 3D Graphic Designer

Book : [caramiyart3d.com](http://caramiyart3d.com)

Demoreel : <https://vimeo.com/340046281>

📍 Nice, France  
 📞 +33674164781  
 ✉ [bryan.gromy@yahoo.com](mailto:bryan.gromy@yahoo.com)  
 🚗 License B et AM

Looking for : *environment artist/modeler props/3D animator*

### Experiences

- **Game Designer** – 2019 – **Team Break**  
(Paris, Event, Escape Game and Immersive Game)  
Creation of speeches, scenarios, puzzles and visuals for various events.  
Design and production of game elements.
- **WWOOFing** – 2018 – Athabasca (Alberta, **CANADA**)  
WWOOF in a bison farm, during 1 month.
- **3D Artist generalist** – 2017 – **startup Paperplane**  
(Nice, Mobile messaging application using augmented reality)  
**Animator/modeler** : 3D characters creation and rigging/animation/rendu/baking ;  
**Post prod** : Integrations for promotional videos.
- **Industrial Designer** – 2013 – **EDAMS Sarl**  
(Contes, Manufacturing mechanical articles for greenhouses and entertainment companies)  
**Design office** : Production/modification of 3D parts and definition plans ;  
**Workshop** : handling of machines, team work, packaging, assembly of geared motors.

### Education

- **Graduate studies on Animation Movies**  
(DESFA) – 2017 – ESRA Nice – Bac +3 Section Sup'Infograph 3D (certified at level II)
- **Technical degree in Industrial Product Design**  
(CAD) – 2014 – Eucalyptus Nice – Bac +2
- **Voltaire Certificate** – professional – Excellent writing/grammar level (French)
- **Scientific secondary school Diploma** (Bac) 2012 – Biology specialty

**French** (native language)  
**English** B1/B2 (professional/fluent)  
**Spanish** A2 (school/intermediate)

### Achievements

- **Production : 3 short films** :  
 « Prison de Sable »  
 « Escarmouche »  
 « L'empreinte »
- **Accomplished tasks** : *modeling, texturing, animation, morphers, design character/environment, FX/particles, compositing, render, lighting, rigging-skinning/setup... ;*
- « *L'empreinte* » obtained prizes for « **best render** » and « **best visual development** » awarded by the Paris jury ;
- Writing of **Memoir** : « *The roles of Cinema and Video Games in Education* » ;
- Work on CAD : various mechanical calculations, **creation and/or modification of 3D products** ;



### Skills

- Establish/analyse the **technical means** and **staging methods** ;
- Writing of **scenarios, reports, technical instructions** ; drawing boards, **storyboards**, good pencil stroke ;
- Editing of definition plans, decoding of specifications and technical plans ;
- Production equipment design taking into account costs, deadlines and manufacturing process ;



Solidworks		Maya	
CATIA		3DSMax	
ZBrush		SubstancePainter	
Photoshop		SubstanceDesigner	
Premiere		MarvelousDesigner	
AfterEffect		Sketchup	
NukeX		Unreal Engine	
		Vray	
		MentalRay	
		Renderman	
		Blender	
		Marmoset	

**Available now** ; Dynamic, creative, curious and always in a good mood.