

François Desruelles

Architect | Technical Artist | Developer

CONTACT

factocode

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EDUCATION BACKGROUND

| | | |
|-----------|-------|-----------|
| 2004 | DPLG | Marseille |
| 1998-1999 | UQAM | Montréal |
| 1997-1998 | ENSAM | Marseille |
| 1994 | BAC C | Avignon |

PROFESSIONAL BACKGROUND

| | | | |
|-----------|-----------------------|--------------------------------------------|----------------------|
| 2006-2020 | TreeX sarl | Montpellier | <i>Founder/Owner</i> |
| 2008-2009 | Trainer ENSM | Gardanne | <i>CDD</i> |
| 2004-2009 | Trainer ArtFX | Montpellier | <i>CDD</i> |
| 2000-2006 | CG Artist Developer | Marseille Avignon Paris Montpellier | <i>Freelance</i> |
| 1998-1999 | Graphic Designer | Montréal | <i>Freelance</i> |
| | Drafter [Archicad] | Marseille | <i>Student</i> |

SKILLS

| | |
|------------|-----------------------------------------------------|
| Consultant | |
| Trainer | Maya Houdini Sketchup |
| CG Artist | Maya Houdini Sketchup ZBrush Unreal Unity |
| Code | Python C++ C# Vex Mel Lua Java JS |
| English | Not that bad |