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ART DIRECTOR / LEAD ARTIST

PERSONAL CREDENTIALS

Since 1999, I have been working in the video game business. I started as a concept artist and specialist of textures within production teams. By the year 2000, I also learned to make 3D production. The technical side of video games immediately appealed to me even if basically I am an artist / illustrator / designer. Thus I focused on the building of a video game by talking with my technical colleagues and by reading all specialized articles on the web I could find.

My immediate superior really appreciated my diversification my organization skills, my self-assurance in relations and my ability to interact with art and technique, so much that I became LEAD ARTIST in 2001. My first job as a lead consisted in testing and developing through direct connection with the Macromedia's engineers embedded real time 3D on the web by using Flash.

Thus in 2002, I became the interlocutor between the graphic team and the engineers who developed the engine. My job was to link the realities of production and the developers of the engine for the creation of tools for optimisation.

Then, fully mastering the technical constraints of the video game, plus having a strong art background, I carried out the position of ART DIRECTOR / LEAD ARTIST which allowed me to create worlds and manufacturing lines in perfect technical fit with the capacity of the engines and platforms.

The production I have managed make me focus on shadeurs and the management of lights on mobile. Then I extended my research on shaders PBR.

I also assumed the role of "manager outsourcing" by writing the technical and artistic documents required.

Being both an artist and a technician in the CG art of the video game is totally fulfilling.

WORK EXPERIENCE

2016 freelancer lead artist/art producer for outsourcing at "Gameco" (France)

for the game "John Wick" - AAA - VR - PBR - unreal engine - for STARBREEZE - release 2017

- Technical and artistic direction of a team of 9 artists for the production of weapons and player characters. Management engine integration and connection / setting shaders.
- Research on shaders of vehicles with development of the manufacturing line for 3D
- Art direction and production management of a team of three animators
- Technical direction for the rigging of weapons and characters

for the game "Heroes of might and magic VII"- for UBISOFT - release 2017

- Production management and artistic followed of illustrations

for the game "Kawaii", mobile - Unity engine - for KICKALIVE - release 2017

- Art direction and production management for art concepts
- Artistic and technical direction of the 3D production model.
- Technical monitoring of engine integration of 3D models
- Recruitment of new members of the Art team

2016 - 2015 art director/lead artist at Battle Factory (France)

for the strategic game "War & Battle" - mobile game - UNITY engine

- Complete art direction including the music for defined look and feel of the game.
- Developing new workflow and asset creation pipeline (in close collaboration with the technical director)
- Technical management of the overall production line
- Technical management of the whole of graphics-related conventions
- Technical and artistic direction of four artists and two animators
- Production management
- Research Management for lights on mobile game (baking lights, shadeur setting) and produced all the lighting and FX effects of the game
- Research managing on mobile shaders reflections on water / mud / ice / snow for mobile game
- Writing of all documents related to art/technical constraints, workflow of asset creation for the project.
- Recruitment of new members of the Art team and animation team

2013-2015 art director/lead artist at Black Sheep / Ubisoft (France)

for the game "The Crew Road Empire" - mobile game - Unity engine

- Art direction, concept art, mock up of the project
- Technical and artistic direction of a team of 6 artists
- Realization of 60 illustrations "in game"
- Technical and artistic direction of general manufacturing line (in close collaboration with the technical director)
- Research on the reflections (body cars) applied to mobile shaders (coded internally)
- Research Management lights on mobile game (baking lights, shader setting) and produced all the lighting and FX effects of the game
- Research on the environment called by code (as a small open world)
- Writing of all documents related to art/technical constraints, workflow of asset creation for the project.
- Recruitment of new members of the Art team

for the game "My Agglo" - game on the web - Unity engine

- Complete art direction for defined look and feeling of the game.
- Artistic and technical direction of a team of 5 artists
- Recruitment of new members of the Art team.

for the game "BCI Training Center" - PC - Totemtech engine

- Art direction and concept art
- Realization of illustrations "in game"
- Recruitment of new members of the Art team and animation team

2012 art director/lead artist at 3monKeys (Québec - canada)

for the game "Holly Sheep" - mobile game - Unity engine

- Art direction and concept art of the game including FX
- Artistic Director of Music
- Management of 3D production
- Management of the FX

2011 lead artist 2d/3d at Sarbakan (Québec - canada)

for the game "Summer camp" - kinect Xbox - Infernal engine

for the game "I'm a super hero" - kinect Xbox - Infernal engine

- Artistic and technical direction of 20 artists and 4 animators
- Management of technical and artistic documents
- Monitoring the research on "kinect" in collaboration with the Technical Director
- management of the Sharing Xbox/PS3
- Writing of all the documents related to art/technical constraints, workflow of asset creation for the project.

2010 - 2003 art director at Season of Mist (france & USA)

- Artistic and technical direction of the graphic studio with 5 artists
- Management of manufacturing packaging
- Management of manufacturing Merchandising
- Management communication on paper and on the web
- Managed hiring Recruitment of new members of the Art team

Achievements:

My work has been selected by the publishers Maomao and I was published in their book devoted to visual communication in rock music around the world (published in 2011)

2003 - 2001 senior artist at TIWAK (France) now part of Ubisoft

for the game TORK - AAA - Xbox - Yeti engine

- 3D/2D artist senior environments and props
- Technical artist attached to research in relation to the development of game engine production tools

2001 - 2000 lead artist at Kalisto (France)

- Artistic and technical direction of 6 artists and 2 animators for the "flash game" studio
- Writing of all documents related to art/technical constraints, workflow of asset creation for the project
- Recruitment of new members of the Art team and animation team

2000 - 1999 3D/2D artist at Kalisto (France)

for the game Castelween - PS2 - Totem Tech engine

- Graphist 2D 3D

for the game Adibou - Ps1/PC moteur Tech engine

- Graphist 2D 3D

for the The Race - PC - Kalisto Tech engine

- Graphist 2D 3D

for the game VIP - PS1 - NClI tech

- Graphist 2D for textures
- Concept artist

1999 - 1994 freelance illustrator

SCHOOL BACKGROUND

1993 Graduate from "Emile Cohl School" in Lyon, France (4-year course) with distinction (illustration option)

1989 Advanced Vocational Certificate as model maker / illustrator - with graphic art option - La Martinière Terreaux Technical High school in Lyon, France

TECHNICAL SKILLS

Tools:

MAYA (2.5.2 and updated), Zbrush, UV Layout, Photoshop, Illustrator, Indesign, Substance painter, Substance B2M, NDO

3D engine/SDK:

Unreal 4, Unity, Infernal, Yeti, Totem tech, NclI Tech

Management/source control / bug tracking:

Perforce, Git, Redmine, Mantis, Google documents, Indesign (for data sheets)

I am acquainted with the practice of the Agile development methodologies

Personal resources:

specialized articles on the Internet, tutorials, DVD training, mutual help

PERSONAL DATA

Languages:

French native speaker, English intermediate level

Hobbies:

video game, cinema, literature, music