Guedouar Nidal

10 Juin 1988

Belge

Avaible to move

Calle Benidorm 19, 4C

28017 Madrid

Spain

email : nidal.guedouar@gmail.com

portfolio : http://www.nidalguedouar.weebly.com/

Tel : (+34)*653 04 20 14*

Education Background :

2012 – 2013

ACTIRIS (Brussels, Belgium), Certificate of Profesionnal experience in Real Time CG

2008 – 2011

Haute École Albert Jacquart (Namur, Belgium), Bachelor's degree in Real Time CG

Professional experience :

2016 – Present 3D Artist at Gameloft Madrid.

N.O.V.A Legacy– Mobile game
- Low poly modeling
- Texturing (Substance designer)
- Level building
- Lighting
- Optimization

2015 – 2016 (4 months) Lead 3D Artist at VascoGames, Emmen. Unity 3D

2015 – 2015 (6 months) 3D Artist at VascoGames, Emmen. Unity 3D

Vendetta Crime Empire – Mobile game
- Low poly modeling
- Texturing
- Level building
- Lighting
- Optimization & integration

Multiple small mobile games
- Low poly modeling
- Level building
- Optimization & integration

2013 – 2014 (10 months) 3D Graphic Designer at Exkee studio, Marseille. Unity 3D

Unannounced project – Mobile game
- Low poly modeling
- Texturing

Métégol for Yuisy studio – PC game
- Low & High poly modeling
- Texturing
- Level building
- Level design
- Lighting
- FX
- Optimization & integration

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<u>Kill The Bad Guy – PC game</u>
- Low poly modeling
- Texturing
- GUI/HUD
- Optimization & integration

Professional experience :

2013 – 2014 (10mois) 3D Graphic Designer at Exkee studio, Marseille. Unity 3D

<u>SMTPC (Simulator of the tunnel from Marseille) – Simulator PC</u>
- Low poly modeling
- Texturing
- Optimization & integration

2012 – 2013 (6mois) Intenship at Exkee studio, Marseille. Unity 3D

<u>Kodo – Mobil game</u>
- Texturing
- FX

<u>SMTPC (Simulator of the tunnel from Marseille) – Simulator PC</u>
- Low poly modeling
- Texturing
- Optimization & integration

Software knowledge :

Autodesk 3D Studio Max

PBR Rendering

Photoshop

Zbrush

Unity 3D

Unreal Engine 4

Unreal Devlopment Kit

Xnormal

Substance Painter

Substance Designer

TortoiseSVN

Languages :

French : Mother tongue

English : Good

Spanish : Basic

Hobbies :

Video games, cinema, sociology

Yan MORALA
Lead 3D Artist @ Gameloft Madrid

"I really enjoyed working with Nidal Guedouar, and came to know him at Gameloft as a truly valuable asset as a 3d Artist, specialized in Environments for games.

His knowledge and versatility of his environments and props creation workflow (modeling, texturing, lighting) and technical expertise in game engines and low- polys constraints was a huge advantage to our entire team. He put this skillset to work in order to deliver high quality assets very fast in both realistic and cartoony styles.

Along with his undeniable talent, Nidal has always been an absolute joy to work with. Without a doubt, I confidently recommend Nidal to join any creation team. He is honest, dependable, fast and hard-working. As a dedicated and knowledgeable employee and an all-around great person, I know that he will be a beneficial addition to any studio."