

MANON THONNEAU-ZURANO

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artstation.com/manontz

An experienced 3D artist who is always eager to learn new software, improve my skills, or discover different ways of working.

SKILLS

3D Modeling & Integration: 3ds Max, Unreal Engine, ZBrush, AutoCAD

Texturing: Substance Painter, Photoshop

Rendering: V-Ray

TRAINING

- 3D Character Design, Artwork VFX, 2021
- Substance Designer & Painter, Artwork VFX, 2020
- Professional Bachelor's Degree in Digital Image and Sound, IUT St-Dié-des-Vosges, 2012–2013
- DUT in Communication Services and Networks, IUT Nancy, 2009–2011

PROFESSIONAL EXPERIENCE

3D Modeller, One Plan, 2023–2025
Importing and reading DWG files using AutoCAD, modeling in 3ds Max, and then integrating and creating shaders into Unreal Engine 4 and later 5.
Modeling of venues and objects for the 2024 and 2026 Olympic Games, the ExCel London conference center, and the Crypto.com Arena in Los Angeles.
100% remote work.

3D artist, Freelance, 2020 - 2024
Collaborated with clients in Canada and the U.S. (Plogg, Bestar, Bush) and France (Acreos).
Modeling of furniture and interior environments for furniture styling (Plogg, Bestar, & Bush). Texturing, lighting, and photorealistic rendering using 3ds Max and V-Ray.
Modeling construction machinery with different LODs (Acreos) in 3ds Max. Texturing with Substance Painter. Generating models optimized for real-time rendering.

IT Technician, Horus Informatique, 2019
In-store troubleshooting, replacement of computer hardware, and store setup.

3D artist, Pacifa decision, 2014 - 2018
Importing and reading DWG drawings with AutoCAD, modeling in 3ds Max, then rendering with Mental Ray and V-Ray.
Modeling entire stadiums with surrounding environments in France and other countries (Stade de France, Vélodrome, Arsenal, etc.) for use in an online ticketing system.