LISE DE WERGIFOSSE
3D ARTIST - GENERALIST
UNREAL ARTIST
PROJECT MANAGER
FRENCH & ENGLISH, JODOIGNE

SOFTWARES & SOFTSKILLS

- CINEMA 4D (REDSHIFT)
- UNREAL ENGINE
- DELTAGEN (DSTELLAR)
- BLENDER

- PHOTOSHOP
- AFTER EFFECT
- HDR LIGHT STUDIO
- LEADERSHIP, ORGANIZATION & SUPERVISION, BRIEFING

- SUBSTANCE PAINTER/DESIGN /SAMPLER
- DAVINCI RESOLVE
- PROJECTOR PSA/ SALESFORCE
- PROJECT MANAGEMENT & CLIENT COMMUNICATION

- ILLUSTRATOR
- INDESIGN
- PERFORCE P4V
- TEACHING & WORKSHOPS

EXPERIENCE

3DEXCITE / SEPT 2018- TODAY
Automotive Digital Artist (Deltagen, DStellar, HDR Light Studio, PS, AE, AI),
Unreal Engine 4/5 Lighting and Staging Artist & Teacher,
Production Supervisor and Project Manager,
Material Expert Manager (Substance/PS/UE5).

ROCHE BOBOIS / APRIL 2017- SEPT 2018
Interior & Furniture Design 3D Project Manager,
Using 2020 Design, Photoshop and C4D.

SMART COOPERATIVE / DEC 2017- APRIL 2017
Self-employed
3D Artist Generalist and Dog Walker.

IMMERACTIVE / AUG 2016- DEC 2017
3D Artist Generalist for Architectural Visualizations
using 3Ds Max, Vray, Unreal Engine 4, Substance Designer and After Effect.

ASYMETRIE SPRL / JAN- MARCH 2016
Internship
Unreal Artist for Realtime Architectural Visualizations, 3D Printing.

TRAININGS

3DEXCITE / JULY 2021-23
Certified in Leadership & Efficiency,
Training in Unreal Engine (Epic sponsored),
Attendance to Us By Night and Let's Talk Design.

MASTERCLASS UE4 AT SOA / JULY 2017
Certification at State of Art Academy, Italy
about Unreal Engine 4, Quixel Suite & Substance Designer.

BACHELOR DEGREE / 2013 - 2016
Haute École Albert Jacquard
Highest Distinction in Architectural 3D Visualization
and Motion Design.

LISEDW@HOTMAIL.COM
HTTPS://WWW.LISEDW.COM/ (PW = heaj2023)
HTTPS://WWW.LINKEDIN.COM/IN/LISE-DE-WERGIFOSSE-982285103/