

**Ulrick Wery**  
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5 april 1984

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## Professional experiences

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- **2008 - Present: Co-Toon, «Bob & Bobette» Animation Movie** (Lead Texas Environment / Lead Texturing / Concept Artist).
- **2007 - 2008: Co-Toon, «The True Story of Puss’N Boots» Animation Movie** (Lead Texturing Artist).
- 2007 - Present: Fresh3D, Undisclosed Sony Playstation 3 project (Project Leader & Lead Artist).
- **2006 - 2007: Teacher & Assistant at HEAJ (Belgium), in Leveldesign, Modeling, Concept & Texturing.**
- 2006: Full Metal Planet<sup>2</sup>, Next-Gen PC Project (concept art, modeling, texturing and level design).
- **2006: Fresh3D, Undisclosed Sony PSP project (environment art and level design).**
- **2006: Fresh3D, Undisclosed Sony Playstation 2 project (environment artist and level design).**
- 2006: Freegamer, Kafka Project, Concept Artist (discontinued).
- 2005: Dupuis Edition (Marcinelle · Belgium), three months training period (artline and colours corrections, scanning, etc.).
- 2003: Glasko Smith Kline (Genval · Belgium), student job as an administrative assistant.

## Studies

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- 2007 - Present: Anatomic Drawing and Illustration/Comic Strips at Beaux-Arts Academy, Namur · Belgium.
- 2005-2006: Specialization in game design at HEAJ, Namur · Belgium.
- 2002-2005: Graduated in computer graphics (pre-press) at HEAJ, Namur · Belgium (Mention: Distinction).
- 1996-2002: CESS at Saint-Jospeh institute, Châtelet · Belgium.

## Languages

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- **French:** mother tongue.
- **English:** good knowledge and comprehension.
- **Dutch:** basic knowledge.

## Specialization

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- **Good knowledge:** texturing · illustration · concept (sketch, Tria markers and CG) · leveldesign · modeling  
pre-press and printing techniques · image optimisation and quantisation
- **Average knowledge:** rigging · animation · rendering
- **PC, PSP, Playstation 3 and Playstation 2 Environnement:** Unreal Editor · Fresh Engine ([www.fresh3d.com](http://www.fresh3d.com))

## Software knowledges

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- **Excellent knowledge:** Adobe Photoshop 5 to CS3 · Adobe Illustrator 10 to CS2 · Adobe InDesign 2 to CS2
- **Good knowledge:** Autodesk Maya 7 to 8.5 · Autodesk 3D Studio Max 5 to 9 · Corel Painter 7 to 9 · Quark XPress 5 to 6.5  
Autodesk Mudbox 2009 · Optix iMageStudio 3 · Pixologic ZBrush 2 to 3.5
- **Average knowledge:** Macromedia Dreamweaver MX

**OS:** Windows XP · Mac OS Classic · Mac OSX