

Valentin ROSSET

Environment Artist Junior

06 30 27 81 23
valentin.rosset@proton.me
Lyon, France
French Driving Licence

artstation linkedin vrosset.fr



My experience in the video game industry as well as in Archviz let me create coherent environments both adapted for pre-rendered and realtime applications.

Currently I'm training myself in procedural modelisation in houdini to create my own tools optimizing my workflow.

EXPÉRIENCES

Freelance Modeler 3D

Lyon - Remote - Since May 2026

Modeling of various complex 3D assets for Architectural Vizualisation.
Mix AI/Hardsurface/Sculpt

6 Months Internship / Game sector / Unreal Engine 5

Osome Studio - July to December 2024

3D modeler for a realistic video game in a team of 30 people.
Creation of props/foilage, Trimsheets/Baking/Vertex painting/Atlasing.

6 Months Internship / Architectural Vizualisation

Valentin Studio - Lyon, France - July to December 2022

Full Pipeline, From client brief reception to post production.
Still and Animated renders. 3ds Max - Corona

Nid d'embrouille, 5 Minutes Student Film

Brassart - Lyon, france - 2022 à 2024

Concepts arts, Storyboard, Modeling and Texturing of Environments and Characters, Lookdev, Post production.

TRAINING

Bachelor 3D VFX animation

Brassart- Lyon, France - 2019-2024

Last year Valedictorian

Lookdev/VFX

Licence économie et gestion

Université grenoble alpes, 2016-2019

Applied Economics

SKILLS

Modeling :



AUTODESK
3DS MAX



MAYA



ZBRUSH



Houdini



MARVELOUS DESIGNER

Textures :



Substance painter



Photoshop



Substance designer

Render Engines :



V-RAY



Corona



ARNOLD



unity



UNREAL
ENGINE

Post-production :



Fusion



NUKE



After effects



Photoshop

LANGUAGES

Français

Native Language

Anglais

Fluent

INTERESTS

Sports

Weightlifting, Running, Kickboxing

Art:

Watercolors, Monster clay

