THIBAULT DUPRÉ

Technical Artist

CONTACT

WEBSITE
Thobi.fr

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SOFTS

- Unreal Engine
- Substance Designer / Painter
- Houdini
- Blender
- Photoshop
- Unity
- Source control workflows

LANGUAGES

Native French
English (TOEIC 935/990 in 2020)

HLSL
Vex
Python
C#
C++ fundamentals
JavaScript / TypeScript
HTML / CSS
Docker

PROFILE

Technical Artist with 6+ years of experience in AA game production, specializing in shader development, procedural workflows, real-time rendering and runtime optimization
Experienced in performance profiling, asset validation, DCC tools and production pipelines designed to improve artist iteration speed and content reliability
Regularly develops Unreal Engine R&D projects involving shaders, procedural tools, gameplay systems, vfx and workflows as well as frontend and backend apps using Typescript, web projects

WORK EXPERIENCE

KYLOTONN

Endurance — Lyon
2023-Present

Helped shape early production workflows by defining new pipelines and techniques to meet artistic goals.
Developed an asset validation system using Houdini PDG as a cross-game tool to monitor asset quality across projects.
Helped profile levels for console performance.

Test Drive Unlimited Solar Crown — Lyon
2020-Present

Developed rendering features across terrain, water, interior mapping, dynamic effects such as license plates, advert billboards and wet ground occlusion, as well as vehicle-related shaders.
Built a Houdini impostor pipeline to reduce distant environment rendering cost through LOD processing, texture baking, UV recomputation and terrain integration.
Developed Houdini tools for shattered windscreens, a Blender plugin for our custom game engine integration from the ground up and a tool for an interior mapping baking workflow.
Served as the technical art referent on the project and acted as a point of contact for artists.
Contributed to profiling, rendering optimization and scalability across multiple platforms.

WRC10 & WRC Generations — Lyon
2020-2022

Joined the project mid-production and contributed to rendering & DCC tools.
Collaborated with engine developers to improve performance on PS4 and PC.
Developed several HLSL shaders and improved 3ds Max pipeline tools.

FORMATION

Game Design Bachelor, Bellecour School — Lyon
2017-2020

Artistic Preparatory Class, Bellecour School — Lyon
2016-2017