

Polyvalent, je suis aussi à l'aise dans les domaines artistiques que techniques. Alors que mon master m'a apporté de solides compétences en 3D, que j'ai pu enrichir lors de mon stage au sein de Stim Studio, ma licence en cinéma m'a permis de découvrir la prise de vue et d'expérimenter le travail d'équipe. Formé à de nombreux logiciels, j'ai également une bonne expertise en programmation et en nouvelles technologies. Ma passion pour l'architecture et la scénographie apporte, quant à elle, une vision technique à mes créations.

Professional Experience

3D Modeling Internship

July - September 2024 - Stim Studio, Lyon, France

- 3D modeling and introduction to Maya

Global Game Jam - Infographie 3D

January 2024 - École BRASSART, Montpellier, France

- *RUN ST3AV, RUN* - a video game created in 48 hours
3D modeling as part of a 13-member team.

Collaborative 3D Animation Projects

2024-2025 - Université Paul Valéry, Montpellier, France

- *Luma* - 3D short film, Blender
Modeling, Rigging, Skinning, Lighting, Animation, Sound Design
- *Looking for her* - 3D short film, Blender
Modeling, Rigging, Skinning, Lighting, Animation, Compositing, Sound Design

Creation Workshops

2022-2025 - Université Paul Valéry, Montpellier, France

- Motion Capture - MotionBuilder, Unreal, Retargetting
- AR/VR - Unity, C# programming
- After Effects - Motion design, VFX

Self-directed Learning

- Web programming (HTML, CSS, JavaScript)
Via the website w3schools.com
- Architecture and ArchiCAD introduction
Supervised by architect D.P.L.G. Patrick PAYAN

Infographics internship

October 2016 - Atelier Itrane, Villard Saint Pancrace, France

- Training on Adobe Suite

Other Experience

Administrative agent - Briançon Béton (temporary contract)

Waiter - Club Med (temporary contract, 2021, 1.5 months)

Education

2025-2026: Virtual Production Supervisor

École Georges Méliès, Orly, France

- Management, LED wall, green screen, 3D and set design

2023-2025: Master's in Digital Creation

Université Paul Valéry, Montpellier, France

- 3D design, animation, and rendering
- Graphic design, editing, and visual effects
- Algorithms and programming (python, C#)
- AR/VR interactive setups

2020-2023: Bachelor's in Cinema and Audiovisual

Université Paul Valéry, Montpellier, France

- Specialization in digital creation and new media

2017-2020: Scientific Baccalaureate

Lycée d'Altitude, Briançon, France

- Specialization in Computer Science and Digital Sciences (ISN), theatre option

Additional Training

2024 - 2025: Theatre Workshop (Collectif SNLR)

2022: Digital Certification (Pix)

2020: Driving License (Category B), car available

Contact

 Aurian PAYAN

 +33 7 88 99 71 43

 aurian.payan@orange.fr

My portfolio

 www.aurian-payan.fr



Languages

French: Native speaker

English: Intermediate (B1)

Italian: Elementary (A2)

Hobbies

-  Cinema
-  Photography
-  Theatre
-  Automobile
-  New technologies
-  Drawing
-  Skiing
-  Climbing

Software skills

-  Blender
-  Maya
-  SketchUp
-  Unreal Engine
-  Unity
-  ArchiCAD
-  Adobe Suite
-  Affinity
-  Final Cut Pro
-  After Effects
-  DaVinci Resolve

Skills

-  3D Modeling
-  Programming
HTML, CSS, JavaScript, Python et C#
-  Procedural Creation
-  Technical and Artistic Versatility
-  Curious and Self-motivated

Seeking an apprenticeship - Available immediately