



ALIX POPESCO

2D/3D ARTIST

ABOUT ME

Whether it was through drawings in my sketchbook or in my job as 3D artist, bringing imaginary worlds to life has always been my favourite hobby.

Last year I decided to explore the real one and flew from the always busy London to Aotearoa New Zealand.

Carrying my sketchbook around the globe, I try to capture images and ideas from my adventures hoping they can be useful one day to create new universes.

CONTACTS

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- [@kemett_art](https://www.instagram.com/kemett_art)
- [Alix Popesco](https://www.linkedin.com/in/AlixPopesco)
- [IMDb](https://www.imdb.com/name/nm1045844/)

SOFT SKILLS

- Adaptability, and versatility
- Will to learn from other people
- Enthusiastic in the job and efficient
- Happy to work in a team and let everyone shine

HOBBIES AND INTERESTS

- Horse-riding for 10+ years
- Martial arts (karate) and strength training
- Dungeon and Dragons, miniature painting, tabletop games
- Drawing and manual crafts
- Nature and wildlife

LANGUAGES

- French (mother tongue)
- English (fluent)
- Spanish (basics)

OTHERS

- French Driving License (with NZ official translation)
- Working holiday visa (until February 2027)
- References available upon request

PROFESSIONAL EXPERIENCE

Framestore London SEP 2020-DEC 2025

ASSET ARTIST FOR VISUALIZATION (REALTIME, PREVIS, POSTVIS)

- Created optimized 3D assets for visualization and realtime (character/creatures/props) modeling, sculpting, texturing, lookdev, haircards, rigging basics
- Environment generalist, layout, scattering, lighting
- In-engine realtime assets setup, shader work, lighting, particles

1899 (2022) - Barbie (2023) - Loki (s01-s02) - Wonka (2023) - Deadpool and Wolverine (2024) - How to Train your Dragon (2025) - Prehistoric Planet(s03) (2025)- Thunderbolts (2025)

ENVIRONMENT ARTIST FOR FEATURE FILM VFX

- Environment generalist, scattering, layout, procedural workflow
- Hero asset sculpting
- Lighting and lookdev

How to Train your Dragon (2025)

EDUCATION

Unreal Fellowship - World Building EMEA

JAN-FEB 2023 EPIC GAMES, LONDON , UK

- Learnt the workflow from concept, to final realtime environment build in Unreal Engine

3D Animation Master

2015-2020 ECV BORDEAUX, FRANCE

- Worked on and released a graduation short film, DARWIN
- Participated the Global Game Jam (2020)
- Specialized in 3D Modeling

Bachelor of Interactive Media

2018-2019 AIT SYDNEY, AUSTRALIA

- Specialized in Game Design and Realtime Environments
- Worked on the visual development and the 3D assets of a VR game, See No Evil

TECHNICAL SKILLS

LOW POLY MODELING/UV/RETOPOLOGY



HIGH POLY MODELING/SCULPTING



TEXTURING/SHADING



PROCEDURAL ENVIRONMENT



VISUAL DEVELOPMENT, CONCEPT DESIGN



Tools

ZBRUSH - MAYA - SUBSTANCE 3D PAINTER - SUBSTANCE 3D DESIGNER - HOUDINI - UNREAL ENGINE - MARVELOUS DESIGNER - ADOBE PHOTOSHOP - PROCREATE - PENCILS AND PAPER