

LOUIS COURAULT

3D TECHNICAL ARTIST · VR DEVELOPER · CATIA CAD

Seeking: internship / work-study
[February to April]

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PROFILE

3D Technical Artist and VR developer working where **engineering** meets **visualisation**. **CATIA-certified (Dassault Systèmes)** with a computer-science foundation from **EPITA**, I build immersive prototypes and high-fidelity technical renders. Driven by aeronautics, I aim at **simulation**, **design** and **immersive training** in defence, space and advanced technology.

EDUCATION

Bachelor in 3D Film & VFX · ISART Digital, Paris **Integrated** 2024 – 2027
Prep Class — Computer Science · EPITA, Lyon **High School** 2023 – 2024
Diploma in Science · with honours 2023

EXPERIENCE

VR Developer & 3D Technical Artist Intern 05 – 06/2026
Neural Balance Innovation · Remote

- **Designed and built an interactive Unity VR prototype** to study cybersickness in moving environments — human factors applied to immersive systems.
- **Delivered the full set of 3D product renders** for the Stimbox device (Maya, Blender), from modelling to final render.

Seasonal Worker — Landscaping · Montmorency Town Hall 06/2024 – 07/2025
Cultural Mediator · Centre des Arts, Enghien-les-Bains 06 – 07/2024

TECHNICAL PROJECTS

Hard-surface modelling — Chevrolet Camaro ZL1 09 – 12/2025
Complete 3D modelling of a vehicle: detailed topology, UV unwrapping, texturing, lighting and final rendering. ISART Digital · Maya, Photoshop

Procedural mountain environment 01/2025
Terrain generated with heightfield erosion and snow simulation; advanced MaterialX shading, micro-displacement, texture blending, atmospheric snowfall, final render in Karma. Houdini, Solaris, MaterialX, Karma

INTERESTS

Music: Piano 13 yrs · Guitar / ukulele 5 yrs
Sport: Skiing 17 yrs · Tennis 13 yrs · Volleyball 3 yrs

KEY STRENGTHS

Certified CAD
CATIA — 3DEXPERIENCE Certified
3D Innovator Associate

Virtual reality
Unity VR prototype delivered in a research setting

Aeronautics background French
Air Force internship · BIA

SKILLS

CAD & engineering 3DEXPERIENCE / CATIA

Real-time & VR
Unity (interactive VR prototyping)

Procedural & simulation
Houdini, Solaris, Karma, Blender

3D modelling & animation
Maya, Blender — modelling, animation, framing, rendering

Texturing & UV
Maya, Photoshop

Image & digital painting Photoshop, Sketchbook — composition, editing

AERONAUTICS

Internship — French Air and Space Force
Air Base 107, Villacoublay

Introductory Aeronautics Certificate (BIA)

LANGUAGES

French Native
English B2