

# THOMAS DUCRAY

## VFX ARTIST - NARRATIVE DESIGNER

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 [thomasducray.wixsite.com/portfolio](https://thomasducray.wixsite.com/portfolio)

I am passionate about games, storytelling, and an artist devoted to create polished and enjoyable experiences.

I worked professionally on visual effects for a variety of projects, including particles, shaders and procedural textures. On my free time, I practice my VFX skills and develop my own narrative projects.

I always seek new challenges to learn from, and I love working as a team to bring shared creations to life.

### EXPERIENCE



### PERSONAL PROJECTS



### EDUCATION



### LANGUAGES



French: Native

English: Fluent

#### Magic Design Studio - VFX Artist

- Contract : May 2021 to May 2022
- Shipped game : **HAVE A NICE DEATH** (PC)
- Only VFX Artist in the studio for the duration of my contract.
- Creating real-time particle systems and node-based shaders.
- Responsibility of game design feedback.
- Working closely with the animators to create high-quality assets.

#### Gameleon Studio - VFX Artist

- Internship : 2021 - 3 months
- Shipped game : **COSMOFART** (Android, iOS)
- I was in charge of all real-time visual effects: character trails, signs & feedback, rewards...
- Developed on Unity, for a release on mobile devices.

#### Ratchet and Clank : Mind Games - Fan Novel

- Part 1 : Currently in revision (2015-2022)
- Part 2 : Planned
- My biggest project to date : a novel set in the continuity of the *Ratchet and Clank* series.
- My goal was to propose a rich, mature and believable sequel.
- Total length of Part 1 : over 200,000 words.

#### Destiny Pentober - Fan Writing Challenge

- October 2020
- 31 prompts (one per day) within the theme of the *Destiny* franchise.
- I wrote short stories, similar to in-game lore pages.
- Total length of over 40,000 words.

#### Game Design Bachelor, GAMESUP SCHOOL

- Lyon, France, 2017 - 2020
- Three years of study in various fields of game design.
- I learned to create visual effects on my own.
- I worked on several projects on Unity and Unreal, mainly as a VFX Artist.

#### The High-Rise : Showdown

- GameSup - School end-of-studies project
- 2020 - 4 months
- A Fast-FPS project made with Unity.
- I worked on all visual effects and animated shaders.

### SOFTWARES

#### ENGINES



Unity



Unreal

#### ART & DESIGN



Blender 3D



Photoshop



After Effects



Audition

#### DOCUMENTATION



Office



InDesign

#### PROGRAMMING

Visual Scripting

C#

### SKILLS



#### VFX

- Particle Systems
- Node-based shaders
- Art & Visual design essentials
- Visual effects breakdown
- Animation essentials



#### NARRATIVE

- World-building and characters
- Scriptwriting and dialogues
- Narrative coherence

### INTERESTS

#### 2D Art

Traditional drawing and digital painting.

#### Tabletop RPG

Regular sessions as a GM (Game Master).

#### Litterature

Mainly interested in Sci-Fi and Fantasy novels.

#### Cinema

Critical but amateur approach to filmmaking.