



Théo BONETTO-LEMAIRE

TECHNICAL ARTIST

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Game Art Master's graduate from Supinfogame Rubika (Valenciennes) with a six-month internship, I am eager to start my career in the video game industry. With a background in Energetics Engineering, I blend mathematics and physics knowledge with creativity to deliver detailed, rigorous, and imaginative work.

SKILLS

Node Based Shaders
UE5 | Unity | Blender

Procedural Animation
UE5 | Unity

Procedural Generation
Houdini

3D Pipeline Optimization
Houdini | Rizom UV

Lighting baked/realtime
UE5 | Unity

Hard-Surface Modeling
Blender | 3ds Max

Procedural Materials
Substance Designer

C# | GLSL+HLSL

Python | HTML+CSS

EXPERIENCES

06/2025
01/2026

TECHNICAL ARTIST for Belong Studios

I helped set up a character modeling, rigging, skinning and integration pipeline for an ambitious game project in search of investors. I also consolidated the game's assets to fit into a common framework and welcome future changes.

10/2024
06/2025

TECHNICAL ARTIST for Ockham Studio

ApogeeLtd is our graduation project—a space-themed city-builder where I lead a team of three artists. My primary focus is on the spatial curvature of the game's grid, a feature that influences nearly every step of the production pipeline.

10/2022
01/2023

CHARACTER ARTIST on Esquirrel

I modeled, rigged, and animated the two main characters for this MOBA student game. Collaborating closely with a concept artist and gameplay programmers, I contributed to both ends of the pipeline.

early
2022

TECHNICAL ARTIST on Skies of Exile

I designed the artistic production pipeline for this Zelda-like project, which combined 2D pixel art with 3D cel-shaded environments. To support the team, I recorded video tutorials explaining this unique workflow.

2018
2019

RESEARCH INTERN at LMA Marseille

I designed procedures and conducted physical and perceptual sound level measurements to address the "Missing 6dB," a century-old unsolved problem in psychoacoustics.

ABOUT & HOBBIES

Français | English | Español | 文A
Native | Fluent | Basic use

Drums | Digital Composition | 音乐
12 yrs | Steinberg Cubase

Rowing | Volleyball | 排球
7 yrs | 5 yrs

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by Geordie Greep

📖 |  Piranesi
by Susanna Clarke

EDUCATION

2025

Game Artist Master's
Supinfogame Rubika Valenciennes

2019

Engineering Master's Degree
ENSI Poitiers

2015

MPSI Preparatory Classes
Lycée Adolphe Thiers, Marseille

2013

Scientific Baccalaureate
Lycée Paul Langevin, Martigues