



Théo BONETTO-LEMAIRE

TECHNICAL ARTIST

t.bonettolemaire@gmail.com thebonettolemaire.com

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

Recent favorites :

The New Sound
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