



# Camille LABORDERIE

## JUNIOR TECH ARTIST

I'm a junior Tech Artist looking for an internship in a game development studio. When I work on a game, I enjoy creating clever shaders, exploring new art styles, optimizing the game, and enhancing the artists' work. I also like to develop small sets of mechanics and create coherent experiences around them.

## EDUCATION

- Game Design Bachelor  
Bellecour Ecole, 2025
- Microelectronics Bachelor  
UGA Grenoble, 2017
- Materials Chemistry Bachelor  
UGA Grenoble, 2016

## SKILLS

- Shaders: Procedural Material, Vertex Paint Layered Material, Triplanar and Tangent Mapping, Post-Process
- Game Design, System Design, Documentation and Presentation
- Unreal Engine, Unity & Godot: Gameplay, Integration & Tooling
- Blender: Blocking, Sculpting, Retopo, simple Rigging and Skinning, Animating

## LANGUAGES

- Native French.
- Advanced English.

## CONTACT

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📍 Villeurbanne, France

## EXPERIENCES

### Technical Artist & Developer

#### Down the Tower (Unity, PC)

Platformer Exploration Game, 6 months, 2025

- 3Cs design and co-programming
- Procedural materials & foliage vertex displacement material
- GPU instancing and real-time lighting optimization

### Technical Artist and Developer

#### Die Totenturm (Unity, standalone VR)

Puzzle Exploration Game, 2 months, 2025

- Fully walkable VR world using non-euclidean levels
- Simulate non-euclidean spaces using seamless portals

### Developer and Technical Artist

#### Bosquet (Unity, WebGL and PC)

Auto Battler Dungeon Crawler, 1 month, 2024

- 3Cs design and programming
- Portal and waterfall shaders
- Dissect and summarize the 2D animation pipeline

### Technical Designer and Technical Artist

#### Wildlife Space Ranger (Unreal Engine, PC)

Puzzle and Exploration Game, 3 months, 2024

- Tool to generate smooth level from blocking
- Toon shader and uniformly lit shader with shadow
- Wind, bubbles, and blooming flowers

### Waiter and Barman

Playground, Rillieux-la-Pape, May 2023 - present

- Welcome, inform, serve and cash orders for clients
- Clean and Maintain bar, restroom, court, and locker room

### Microelectronics R&D Chemist

STMicroelectronic and SOITEC, Bernin, 2016 - 2021

- Development and Prototyping of substrates for 5G filters
- Study and Model nano-topography surface before hybrid bonding
- Synthesize and Format ideas and results for presentation

### Speleologist

France, 2010 - present

- Explore and equip the caves of the Tournette massif
- Cartograph and protect the discovered caves and concretion