



LISE DE WERGIFOSSE
3D ARTIST - GENERALIST
UNREAL ARTIST
PROJECT MANAGER
FRENCH & ENGLISH, JODOIGNE

SOFTWARES & SOFTSKILLS

- **CINEMA 4D (REDSHIFT)**
- **UNREAL ENGINE**
- **DELTAGEN (DSTELLAR)**
- **BLENDER**
- **PHOTOSHOP**
- **AFTER EFFECT**
- **HDR LIGHT STUDIO**
- **LEADERSHIP, ORGANIZATION & SUPERVISION, BRIEFING**
- **SUBSTANCE PAINTER/DESIGN**
- **PREMIERE PRO**
- **PROJECTOR PSA**
- **PROJECT MANAGEMENT & CLIENT COMMUNICATION**
- **ILLUSTRATOR**
- **INDESIGN**
- **PERFORCE P4V**
- **TEACHING & WORKSHOPS**

EXPERIENCE

TRAININGS

- **3DEXCITE / SEPT 2018- TODAY**
Automotive Digital Artist (Deltagen, DStellar, HDR Light Studio, PS, AE, AI),
Unreal Engine 4/5 Artist & Teacher,
Production Supervisor and support-Project Manager.
- **ROCHE BOBOIS / APRIL 2017- SEPT 2018**
Interior & Furniture Design 3D Project Manager,
Using 2020 Design, Photoshop and C4D.
- **SMART COOPERATIVE / DEC 2017- APRIL 2017**
Self-employed
3D Artist Generalist and Dog Walker.
- **IMMERACTIVE / AUG 2016- DEC 2017**
3D Artist Generalist for Architectural Visualizations
using 3Ds Max, Vray, Unreal Engine 4, Substance Designer and After Effect.
- **ASYMETRIE SPRL / JAN- MARCH 2016**
Internship
Unreal Artist for Realtime Architectural Visualizations, 3D Printing.
- **3DEXCITE / JULY 2021-23**
Training in Leadership & Efficiency,
Training in Unreal Engine (Epic sponsored),
Attendance to Us By Night and Let's Talk Design.
- **MASTERCLASS UE4 AT SOA / JULY 2017**
Certification at State of Art Academy, Italy
about Unreal Engine 4, Quixel Suite & Substance Designer.
- **BACHELOR DEGREE / 2013 - 2016**
Haute École Albert Jacquard
Highest Distinction in Architectural 3D Visualization
and Motion Design.

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