Ramiz Morina

Artist 2D-3D

Suisse

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PROFESSIONAL EXPERIENCES

2022	**Sky Impex SA,** 3D racing game & garage for web 3.0
2020 - 2021	**Henigma SA,** development of **The cell** VR & various project
2020 - 2020	**EPAC SA,** teaching 3D with Maya & Painter 3D
2018 - 2020	**OZWE Games,** development of **Death Lap**, VR game on Oculus Quest and Rift S
2018 - 2019	**EPFL**, creation of illustrations on the history of robotics, creation of a book for young programmers
2017 - 2018	**Canvas**, teaching 3D modeling with Maya, for beginners and intermediates
2015 - 2017	**EPFL**, development of an augmented reality game with Thymio robot - Creation of an activity book
2016	**Active gaming media inc.,** illustration for a card game on the universe of Astro Boy
2014 - 2016	**Green Thumb**, Development of an independent 3D game
2012 - 2013	**EPAC**, creation of a 3D video game prototype (Master)
2012	**Mokastudio**, modeling - mattpainting - 2D animation
2011 - 2012	**Wagglegame**, series of illustrations for a mobile game

SKILLS

Photoshop, Maya, **Zbrush**, **Painter 3D**, **Unity**,**Marmoset, Traditional drawing**

Knowledge + : animation - blendshape - affinity designer - agisoft - mudbox - world creator, art direction - unity - unreal engine - keyshot

PORTFOLIO

https://morinaramiz.artstation.com/

FORMATIONS

2011 - 2013	Master Game Art training at EPAC (Switzerland)
2007 - 2011	Professional School of Contemporary Arts (EPAC)
2002 - 2005	Professional painters CFC (Switzerland)

LANGUAGES

French: Mother language

English :   Medium (B2)