



GUILLAUME ABRAM

2d / 3d Graphist - Webdesigner



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Portfolio

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Address

14 Rue Gioffredo
06000 Nice

SKILLS

Photoshop

Illustrator

After Effects

3ds Max

InDesign

LANGUAGES

English

French

DEGREES

BELLECOUR SCHOOL

3D Design Master Degree
2D /3D Animation, CG, Multimedia
2002 - 2005

SCHOOL OF IMAGES Gobelins

Formation XS10 : Maya
3D animation
2018

ABOUT ME

I am a graphic designer. I first specialised in 3D animation and then worked in the field of architecture and product design and also on communication design, branding design, web design. I love having new experiences and always learning from my surroundings. I had the opportunity to travel, to increase my knowledge and thus develop my creativity and an accurate eye for the artistic world. I look forward to all opportunities and challenges. I am a real geek! I have a passion for digital and technological new releases, I play video games and practise several sports intensively.

PROFESSIONAL EXPERIENCES

DIGITAL GRAPHIST / WEB DESIGNER

SELF-EMPLOYED

2019 - Now

Web design, SEO, Graphic Content: logo & animated logo, visual identity, brand development, illustrations, print, videos, social media contents

DIGITAL GRAPHIST / WEB DESIGNER

GREEN

2019 - 2021

Graphic designer for website creation company Green. Web integration on Wordpress. Graphic design: logo, UI, visual identity, brand development, illustrations, animations, icons

2D / 3D GRAPHIST

FREELANCE

2018 - 2019

3D Creation, Logo design, Visual Design, Marketing assets

EXECUTIVE DIRECTOR HUMAN RESOURCES

VENUS (MALABO, EQUATORIAL GUINEA)

2014 - 2018

Human Resources Director for the Venus company in Equatorial Guinea

3D GRAPHIC ARTIST

IMOTEC (MALABO, EQUATORIAL GUINEA)

2010 - 2018

3D architecture and realistic rendering on 3ds Max / V-ray - Environment Building and Camera Selections - Asset & Material Coordination - Final Staging and Production - Post-Processing

3D DESIGNER & GRAPHIST

DSIGNEDBY

2007 - 2015

3D modeling and animation on 3ds Max / V-ray - Video editing and compositing on After Effects / Adobe Premiere - Motion Design - Web design

3D PROFESSOR (3DS MAX)

INFOGRAPHY ARIES PROVENCE SUPERIOR SCHOOL

2006 - 2007

Teaching 3ds Max software and initiation to After Effects.

3D ANIMATOR

DIGIPLAY STUDIO

2005 - 2006

3D modeling and animation of a 10 episodes series for the brand Smoby Toys