


Jdd.

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HOBBIES/INTERESTS



JULIEN DALLAIRE-DALY

TECHNICAL ARTIST

I am currently employed at Cloud Imperium Games as an embedded QA for the tech art/design and Character team! I am very precise, I learn quickly, I am professional and I love solving problems!

STUDIES

2019 - 2022

3D Animation and CGI at Dawson College

Studying 3D at Dawson College is what gave me the skills and knowledge of the 3D world.

2016 - 2019

Micropublishing & Hypermedia at Vanier College

Before starting my 3D career I studied Graphic and Web Design. It helped me explore my creative side and gave me insight on design and page layout.

EXPERIENCE

2023 - 2024

Embedded Tech/Character Art QA at Turbulent (CloudImperiumGames)

I am currently working as a QA at Turbulent. I am closely working with the tech and character art teams on the game Star Citizen. I have acquired knowledge in testing, automation, tracking and reporting of bugs.

2022 - 2023

Generalist Technical Artist at Warner Bros. Entertainment (PHNXR)

I have worked for a Montreal Studio as a character rigger, texturing artist, and generalist. Mostly used Maya, Substance 3D, Unreal Engine 5 and ZBrush.

2014 - 2022

Other Work Experience at Multiple different locations

I have completed numerous projects, including a short 3D film from which I trained my skills as an artist. I also acquired skills as an IT technician (GardaWorld), and in sales.

SOFTWARE



Maya

I have thorough knowledge of **Maya** and it's built-in plugins such as **Arnold, MASH, nCloth, Xgen, MEL/Python**



Adobe Creative Suite

I know the Adobe Creative Suite in-depth, such as **Substance 3D Painter/Designer, Photoshop, Premiere Pro, Illustrator**, and a few others.



Other Software Knowledge

I have excellent knowledge of many other programs and coding languages that are useful to the 3D industry pipeline:



Zbrush, Nuke, Houdini, Unreal Engine 5, Perforce, and I am actively learning c++.