nasser cahusac de caux

Contact

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caux.create 📷

Profile

My creative space is at the intersection between design, engineering, technology and art. I like to imagine and create using a variety of tools and techniques; from paper to polygons, I'll use what I can to traverse my visual landscape.

Experience

3D Artist
Colbert Studio
2020 - Present

I am currently employed as a 3D Artist at Colbert Studios. My role there is to help translate ideas from the artist, Philip Colbert, into paintings, sculptures, products etc. using 3D modelling software.

I was also put in charge of developing the artist's presence in the metaverse. I modelled, textured, and animated all the assets for a large plot of land in Decentraland. And I wrote all the code to get it up and running, adding a lot of interactive elements like NPCs and obstacle course games for our community to enjoy.

Junior 3D Artist
Silvershadow
2020

I was hired as a Junior 3D Artist to be a part of a small start-up team specialising in architectural visualisation. We provided photorealistic renderings for companies in the architecture and interior design industry.

Our process involved building the scene in 3DS Max based on either references, or plan and elevation views, provided by the client. We would then scan, or photograph material samples sent to us by the client. We cleaned them up in photoshop, and then used them as a base to create shaders in 3DS Max. Alongside good lighting and camera composition, this allowed us to achieve incredibly realistic visuals that we would present to our client

Junior Designer
Art.is.tick
2019

Utilising and refining my broad set of skills, I produced logos, invitations, banners, advertisements, animations, business cards, interior designs, and more. I liaised with clients to deliver high quality work that exceeded their expectations.

I was responsible for the branding of two large events in Kuwait, the Makerfaire 2019 convention and a Ramadan charity event. I produced booth layouts, posters, invitations and banners.

Education

BSc (Hons) Engineering Product Design (2:1)
London South Bank University
2013 - 2017

CertHE Natural Sciences
The Open University
2012 - 2013

Software

Blender	Adobe Illustrator
Substance Painter	Adobe Photoshop
Autodesk Inventor	CAD
Autodesk 3DS Max	Typescript

Interests + Hobbies

Electronics	3D printing
Game Development	Kendo
Programming	