

Robert Hulland

Art Director, Game Developer And Digital Artist

ART PROJECTS

No home Radius 20,000 km, Cite internationale des art, Villa Radet, Montmartre, Paris - *Virtual reality installation*

Dec 2021

Arthlète, Cite internationale des art, Marais, Paris - *Mixed reality exhibition, AR and VR development*

Nov 2021

Doublage, Gallery AL/MA, Montpellier - *Mixed reality exhibition, AR and VR development*

Sept - Oct 2021

Si la nuit était claire, l'espace Saint-Ravy, Montpellier - *Food design for vernissage*

Oct 2019

Plastic drinker, Galeri Bu, Istanbul - *Scriptwriter and voice actor*

Sept 2019 - current

Numériscopie, le 104, Paris - *Virtual Reality installation, Mixed 3D and Video work*

2019

EXPERIENCE

École Supérieure d'Art et de Design (ESAD), Reims — *Professor*

Sept 2021 - current

Red panda Studios, Montpellier — *Creative Director*

Feb 2019 - current

Victoria's, Montpellier — *Creative Director*

Feb 2019 - July 2020

Nomadic Technology, Plymouth — *Game Developer*

June 2015 - April 2018

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France

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SKILLS

3D Modeling (3DS MAX, Blender)

VR Environment design

Programming (Python, C#)

Animation

Game engine expertise (Unity, Unreal Engine)

Adobe Suite expertise (Photoshop, Illustrator, After Effects)

EDUCATION

University of the People - Computer Science, Bachelor's Degree

June 2020 - Current

Simplon - Apple Development, Accredited short course

November 2020 - December 2020

International House, Budapest - CELTA Degree

June 2018 - July 2018

Plymouth College of Art and Design, Plymouth - 2 years, Design for Games

Sept 2010 - July 2012

LANGUAGES

English (Native), French(B1), Korean(A1)