FANNIE
BUISSIER

PRODUCT & ARCHITECTURE VISUALS

fannie.buissier@hotmail.fr

- Ghent (Belgium)/ Open to relocate
- Driving licence

EXPERIENCE (freelance)

Visual development for architecture
PDK Creations, Aalst   *Since February 2025*

- Sketches and illustrations for final pitch presentation

3D generalist
Nomios Belgium, Brussels   *March-July 2024*

- Creation of a trade character for website, social media and market-
ing campaign   *Since march 2023*

Volstok/ Peek Creative, Ghent/ Etten-Leur

- Product visualization (modeling, texturing, animating, lighting, ren-
dering, post processing)

Art direction on Please Touch The Artwork 2
Studio Waterzooi, Brussels   *July 2023- February 2024*

- Visual development (character, environment design), animation,
illustrations and integration in game engine

EDUCATION

3D art courses
Digital Arts and Entertainment, Kortrijk   2023-2025
Luca School of Arts, Ghent   2021-2022

- 3D animation, compositing, environment creation, optimization
techniques for real-time interaction

Masters in Visual Arts
Luca School of Arts, Brussels   2021-2022

- Graphic design, illustration and printing techniques
- Graphic novel as a master project (awarded) + thesis

Bachelor in Visual Arts
Emile Cohl, Lyon (France)   2017-2020

- Design principles, academic drawing, perspective, painting
- Digital arts for video game, illustration and animation

PORTFOLIO

https://www.fanniebuissier.com/

SOFTWARES

3D packages :

- 3dsmax
- Cinema 4D
- Substance Painter & Designer
- Blender
- Vray

Concepts/Editing/Retouching :

- Photoshop
- Da Vinci Resolve
- After Effects
- InDesign

Real-time engine : Unreal Engine

LANGUAGES

- French (Native)
- English (Professional)
- Spanish (Conversational)
- Dutch (Basic)