

Contact

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Diploma

2021 | Bachelor of Technology in
2026 | multimedia

Hard Skills | Soft Skills

- UI | UX design
- Team Collaboration
- Web integration
- Communication
- Video editing
- Critical Thinking
- 3D modelling
- Time Management

Tools



Languages

- English : B1
- French : Fluent

Hobbies

- Reading
- Music
- 3D/2D
- Cinema
- Video games
- Astronomy

Thierry Randrianarisaina

Environment Artist

I am curious and research oriented, with a solid foundation in 3D modelling. I am seeking an opportunity to leverage my knowledge in creating 3D environments to contribute to the growth and success of a creative animation studio.

Work Experience

Amicale Tarbaise d'Escrime | Tarbes

2025

360° Video Editor | 8 weeks

I completed an eight weeks internship at a sports association, during which I helped create a 360° promotional video using 3D modelling software [Blender] and video game design software [Unity]. At the end of this internship, I learned to sharpen my technical skills in Unity and of course my creative senses, my ability to listen to the team I was working with and to meet expectations.

AICI SEM PLAN | Saint-Antonin de Lacalm (Tarn)

2022

Graphic designer | 3 Weeks

I completed a three weeks internship at a community café association, during which I helped create posters and flyers using Canva for the various events and activities it offered. At the end of this internship, I learned to sharpen my creative senses and my ability to listen to the team I was working with.

[More details on my itch.io page](#)

Academic Projects

Violent Vampire

2025

Violent Vampire is a roguelite game in which you play as a bloodthirsty vampire who must feed to survive or risk starving to death. In each game, the player must navigate the dungeon to reach the final room where a boss awaits. This project allowed me to learn more about the technical use of Unity, the structure of good storytelling, the importance of balancing a game's visuals and playability, and how to take a critical look at optimisation.

[More details on my itch.io page](#)

Parapente dans les Hautes-Pyrénées

2024

The aim of the project was to create a commercial and interactive poster promoting paragliding in the Hautes-Pyrénées. To achieve this, we opted for illustration and wanted to depict a person in the air, flying over the Pyrenees and the department's iconic tourist attractions. This project allowed me to hone my knowledge of object-oriented programming through the use of a JavaScript library called P5.js. It also allowed me to explore the possibilities of extending the promotion of a product or service beyond conventional advertising.

[More details on my itch.io page](#)