

LinkedIn: <https://www.linkedin.com/in/peanjut/>
Portfolio: <https://www.peanjut.com>
Instagram: <https://www.instagram.com/peanjut.bat/>
Malt: <https://www.malt.fr/profile/peanjut>
Email: njut@peanjut.com

Languages:
French (native)
English (C1)

Strengths:
Teaching – Rigorousness – Autonomy – Collaboration –
Storytelling - Management

Summary

Expert 3D Motion Designer in Cinema 4D, with 5 years of experience in creation for luxury brands (Porsche, Hublot) and major corporations (Arianespace, Nike), as well as for television projects (TF1) and video games (Ubisoft). Open to AI, I use tools such as ComfyUI to greatly speed up my workflow.

Key Skills

Cinema 4D (expert) *Redshift & Octane Modeling, Texturing, Animation, Lighting, Rigging, Mograph*
Blender (advanced) *Modeling, Texturing, Animation, Lighting, Rigging, Nodes*
After Effects (expert) *RedGiant Suite, Motion, Sound Design, Character*
Ableton (basics) *Music Production as a hobby and Sound Design*
Adobe Suite (advanced) *Photoshop, Illustrator, InDesign, Premiere Pro*
ComfyUI (advanced) *Audio, Video, Image, Custom Workflows*

Professional Experience

3D Digital Artist

(Freelance, January 2020 – Present)

40+ projects for international clients (France, Spain, Germany, USA, Canada) in various fields (automotive, tech, products), such as Arianespace, Nike, Lipton, Chanel, Ralph Lauren, Kitbash, Exhale, Abstrakt

Creation of independent animations as well as complete projects with Artistic Direction management.

Acceptance of urgent assignments.

Use of ComfyUI for workflows that are 40% faster than traditional methods thanks to upscaling, element integration, 3D asset creation, and image or video generation for storyboarding.

Ubisoft – Video Artist

(Fixed-term contract, December 2023 - September 2024)

Complete creation of 6 2D/3D scenes for Just Dance 2025 (and support on 10 scenes), with a focus on narrative staging and visual technique.

Collaboration with teams of 2 to 5 artists to meet deadlines (average of 2 projects/month).

Use of Blender (modeling, lighting, set animation, lighting/atmospheres, and cameras) and After Effects (compositing).

E-Artsup – Cinema 4D Teacher

(Fixed-term contract, December 2022 - March 2024)

Teaching 30+ students in Motion Design (4th and 5th year), resulting in a competition win for a collaboration with Arianespace.

Advanced level, learning RedShift (texturing, lighting & specific tools).

Kometa Agency – Artistic Director & 3D Motion Designer

(Fixed-term contract, February 2023 - November 2023)

Completed 10 projects for luxury, automotive, and tech clients (Porsche, IMSA, Schumacher, Devialet, Jacquemus, Hublot).

3D animation of visuals for communication campaigns, with a colorful and innovative style.

Led a team of three artists and one intern on complex briefs.

TF1 – Graphic Designer & 2D Motion Designer

(Work-study program, September 2021 - June 2022)

Just-in-time production of 150+ set elements for the television show “Petits Secrets En Famille.”

2D animation of 50+ visuals for UI/UX, with a focus on visual clarity and user interaction.

Education & Certifications

E-Artsup – Master's Degree in Artistic Direction & Digital Design

Bordeaux 2017–2020 & Paris 2021–2022

Specialization in 3D Motion Design and Visual Storytelling

Valedictorian 2021

Finalist in the Mlle Pitch Award 2021 competition

Eastern Mediterranean University – VACD Certification

Cyprus 2020

Certification in Digital Design (Visual Arts, Communication Design, Game Design)