



IMOMA Cédric Giovanni

3D Artist/Designer & Unreal engine developer

Over more than 5 years, I have honed my expertise as a 3D artist and a developer, specializing in software like Blender and Unreal engine. My artistry has aided in crafting an array of audiovisual productions, videogames, and virtual reality. I strive to be a collaborative partner and innovative thinker. I am committed to continuously enhancing my artistry and developer’s skills, contributing to ground breaking and captivating projects that push the boundaries of creativity.

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MY PORTFOLIO

- [behance.net/cedricgiovanni](https://www.behance.net/cedricgiovanni)
- portfolio-pdf.fr/2025/03/03/imoma-cedric-giovanni---portfolio-20253/

SKILLS

Modeling & Texturing

- 3D modeling
- Retopology
- UV Mapping
- Sculpting

Level design

- Use references & Concept art
- Blockout
- Layout & Instancing actors
- Props/assets creation

Game design

- Research & analyze mechanics
- Game design documentation
- Materials & Blueprints
- UI/UX

Animation & Visual effects

- Rigging
- Character animation
- Product animation
- Cinematics
- Particles & Destruction

Content creation

- Social media visual
- Video production
- AI production
- Writing & Copywriting

VALUES

Empathy - sharing - sociability - team spirit - respect for deadlines - responsibility - adaptability - candor - commitment to social causes

TOOLS

- Unreal Engine / Unity
- Comfy UI
- Adobe Photoshop / Illustrator / Indesign
- Blender3D / ZBrush / Houdini
- Marvelous designer
- Substance painter/designer
- Nuclino
- Figma / Notion / ClickUp

EXPERIENCES

Dark Code

An entrepreneurial venture, Dark Code is a startup offering services in UI/UX design, branding, 3D, VFX, advertising, and gaming. Over the years, I have demonstrated my ability to effectively manage multiple projects while taking on various positions of responsibility.

CDI

Project Manager

since October 2022

- Design and improvement of user journeys, taking into account the cultural and technical specificities of the target users.
- Audit and redesign of Dark Code’s brand identity to strengthen its positioning.
- Facilitation of ideation and co-creation workshops: planning and leading workshops with the teams to define annual strategic objectives.
- Recommendation of tools (**Notion, FigJam**) to enhance project tracking and management.
- Multidisciplinary team management: overseeing a team of gaming developers, 3D animation artists, and frontend developers to ensure the quality and consistency of deliverables.
- Carry out an in-depth study of internal and customer projects in order to establish the various production stages efficiently.
- Estimate project’s costs based on comparative scenarios or project description and define the project’s resources.
- Organize teams according to project’s schedule and setup working and communication methods between teams indifferent departments.

CDI

3D artist & Game designer/developer

since July 2021

- Research references following the concept art and estimate the time and resources required to produce graphic designs and illustrations.
- Model characters, assets and props for games and advertisements.
- Develop new 3D products and improve old designs.
- Check the feasibility of the designers' creations for computer-generated imaging, animated films, augmented reality and virtual design environments.
- Coming up with new and appealing game ideas, and develop gameplay mechanics, experimenting with themes and genres.
- Develop plots, storylines, characters, maps, scenarios and levels of difficulty.
- Implement techniques to engage target audiences and increase project feasibility and marketability

Blackhole Media & Tech

At the forefront of immersive technology, Blackhole Media & Tech develops cutting-edge 3D, VR, and custom application solutions tailored for companies aiming to innovate. My role within the team has been both strategic and hands-on, contributing to the design and deployment of high-impact experiences while navigating the challenges of a fast-evolving tech landscape.

CDI

Lead 3D artist & project manager

September 2018 - February 2024

- Assessing project and resource requirements to estimate, negotiate and agree budgets and schedules with customers and managers.
- Determine quality control standards and oversee production processes.
- Supervising and managing the work of junior staff.
- Review scripts, casting, and approve subtitling while managing graphic designers' promotional material.

CERTIFICATIONS

Initiation to 3D Design
OpenClassrooms
IELTS
British Language Council

HOBBIES

Writing articles - Reading (psychology, economy, politics) - Cooking - Video games (PC, Indie)

FORMATION

2016 - 2018
Computer engineering degree Software engineering
African Institute of computer sciences (IAI)

LANGUAGES

French
Native
English
B1

Experiences 2/2



S.L.Immersion

S.L.Immersion is a French organization specializing in full-language immersion programs for learners of French as a foreign language which offers tailored one-on-one stays with certified native-speaking teachers across various regions of France. This includes customized lessons, cultural excursions, and everyday interaction with the host, creating a highly effective environment for language acquisition.

Freelance

Game Designer

September 2023

- Create game mechanics that reinforce real-life communication and immersion scenarios aligned with S.L.Immersion’s teaching approach.
- Collaborate with language experts to ensure pedagogical accuracy and learning outcomes in all game-based experiences.
- Design engaging educational mini-games tailored to French language learning, integrating vocabulary, grammar, listening, and speaking skills.



Artemis

Freelance

3D Artist

March 2023

- Model high-detail 3D characters and objects optimized for 3D printing, ensuring accurate anatomy, proportions, and surface details.
- Sculpt stylized or realistic figurines based on client briefs, concept art, or IP guidelines, using tools like ZBrush, Blender, or Maya.
- Create clean UV maps and surface textures when required for painted figurines or product previews.



Afrexim Bank

The African Export-Import Bank is a pan-African multilateral financial institution established in 1993 to finance, facilitate, and promote intra- and extra-African trade. Headquartered in Cairo, Egypt, the bank provides credit, trade financing, and advisory services to support economic development across the continent. Afrexim Bank plays a key role in advancing the African Continental Free Trade Area.

Freelance

Environment Designer

August - November 2022

- Work closely with architects and engineers to ensure that the 3D design is feasible and integrates with the structural, mechanical, and electrical systems.
- Make sure the design reflects the bank’s brand identity, including its color scheme, logo placement, and corporate style. This includes integrating any brand elements into the architectural features.
- Provide detailed plans and 3D assets that can be handed over to contractors for construction. This includes technical specifications for materials, finishes, and spatial configurations.
- Create realistic 3D models of the building’s exterior and interior spaces, including any proposed changes such as new entrances, windows, and branding elements.



Faseya

CDI

Game Designer

June 2024 - March 2025

- Write the game’s plot, dialogue, and character arcs. This can involve collaboration with writers and other designers to ensure the narrative is integrated into the game mechanics and environments.
- Ensure a seamless experience by conducting usability testing and gathering feedback on how players interact with the game’s interface. Refine and iterate based on feedback.
- Design and balance in-game economies (e.g., currency, item drops, rewards) to ensure fair progression, rewards, and player engagement.
- Understand the target audience’s preferences, behaviors, and trends within the gaming industry to ensure the game appeals to the right demographic.
- Create and maintain a comprehensive Game Design Document that outlines the game’s concept, mechanics, levels, story, art, and more. This document serves as a blueprint for the entire development team.

PROFESSIONAL REFERENCES



Name: Mbagna Johan
Company: Dark Code
Position: Chief Operating Officer
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Professional Relationship: Colleague



Name: Sam Mbappe
Company: Blackhole Media & Tech
Position: Lead 3D artist
Phone: +237 6 55 53 90 01
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Professional Relationship: Direct report - Colleague under supervision



Name: Celtina Marsado
Company: S.L.Immersion
Position: Manager Director
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Professional Relationship: Client - Game design/documentation - Collaborative project



Name: Banlog Jordi
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Position: Lead 2D artist/graphist
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E-Mail: J.banlog@misografx.com
Professional Relationship: Direct report - Collaborative project