

Skills

- skills :
 - concept art, illustration, pixel art, roughs, storyboard
 - modelisation low poly, modelisation high poly, texturing
- softs I know :
 - Photoshop CS3 (daily use)
 - Saï PaintTool
 - XSI 7
 - Illustrator CS3
 - Painter X
 - 3DsMax
 - Flash (only graphic part)
- languages :
 - french : mother tongue
 - english : scholar & technical
 - korean : beginner

Experience

August 2009 - October 2009 : Concept Artist / Illustrator at Shining Karma

(economic redundant)

- August 2009 - October 2009 : Confidential project :
 - I've done concept art, logo design, webdesign, roughs, illustration, ingame assets for an unfinished webgame

May 2007 - Juny 2009 : Artist at Creative Patterns

- November 2008 - Present : Confidentials projects :
 - I've done some speed concept arts for many unknow and confidential projects
- February 2008 - November 2008 : Fashion Designer 2 (Nintendo DS) :
 - I was the main 2D artist on this game, in charge of all ingame assets' creation and integration in the DS.
 - I've done a part of level design with game designers for the clothes manufacturing.
- March 2008 - April 2008 : Mice (teaser) :
 - I've been modeling 10 buildings in highpoly for render. Those buildings are the environment of a 3D teaser.
 - It's a teaser for a 3D animated show.
- August 2007 - December 2007 : Gourmet Chef! (Nintendo DS) :
 - I was a 2D and pixel artist for all the manufacturing of the ingredients. I have done the integration of those sprite into the DS.
- May 2007 - July 2007 : Fashion Designer (Nintendo DS) :
 - I was the main 2D artist for all the clothes' design. I've also created a part of manufacturing ingame sprites, the 2D sprites for the selection of clothes and accessories, and the choices' buttons.

December 2006 - April 2007 : 3D Artist at Ka-Ra

- 3D modeling, texturing, architectural illustration on many big projects :
 - Crematorium at Sinnamary (French Guyana)
 - Paris Airport - few different projects
 - Toulouse Airport
 - Lagoon development at Monrovia - Liberia Government
 - Hagenau theater

September 2006 - Present : Freelance Concept Artist / Illustrator

Available for freelance project.

- September 2006 : Website portfolio - Mr. Bernhardt :
I have done a classic portfolio for a client who is a professional photographer.
- September 2006 : Architectural Print - Pixium:
I have added 2D post production and some details in 3D on a basic 3D view of a commercial hall in the Paris Airport.
It was a subcontracting projet for a simulation architecture studio based on Strasbourg.
- September 2006 - October 2006 : Illustrations for a web game - Stargate Univers:
I have done about 110 little illustrations for all the features and gamers' actions in this browser based game.

Training courses

Februar 2006 - Juny 2006 : Trainee at Pixium

- 3D low poly modeling and texturing for some projects :
 - advertising visuals for architectural project
 - 3D real time virtual visit for many architectural projects

Summer 2005 : Trainee at Onix Creation

- 3D low poly modeling for some projects :
 - little advertising visuals
 - exercice for unknown project to learn and progress

Education

2003 - 2006 : Student at MJM Graphic Design (Strasbourg)

- June 2006 : I have obtained my 3D animation diploma with honor.
- 2004 - 2006 : Two years in the 3D animation section to learn 3D.
- 2003 - 2004 : I have done a preparatory year.