

ABOUT ME

I am a french graphic and motion designer.

I am 29 years old and I love music and cartoons, because I like to live in my dreams. I always want to learn more and I want to master every technique it can exist! I have a degree in graphic design and in art direction but another passion led me to motion design.

EDUCATION

Master degree - Art direction School of Condé LYON (2015-17) Bachelor degree - graphic design School of Condé LYON (2013-15) Drawing classes / Courses School Emile Cohl (2012) Atelier des Nabis (2006-2011)

SKILLS / TOOLS

French (native)

English (fluent - 985 TOEIC)

I master:

The Adobe CC suite

Cinema4D I can use:

Animate / TV Paint

Blender

Zbrush

Substance Designer / Painter Redshift / Octane

Marvelous Designer Unreal Engine

A lot of smaller programs

EXPERIENCE

Freelance - 4 Years

Skinjay - Graphic/Motion Designer - 2 Years

Internships:

Asobo Studio - 3 months (2017) Match Pictures - 6 months (2016)

Personal projects:

Music videos - for various artists (script,

shooting,montage,realisation)

Videogames - all genres (artworks, sprites

and level design)

Illustrations - traditional and/or

digital techniques

WHAT I CAN DO

Work with a team

I can lead or follow, I like to share ideas in general.

I have been focused on creativity, I can think fast and guick create.

Face unexpected situations

I can get out of every tricky situation, I am used to improvisation.

Be interested

I eager for knowledge and I am curious about everything.

