

Bianca Gauthier

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Artist Website: https://biwanka.github.io/Bianca_Portfolio_Website/

LinkedIn: www.linkedin.com/in/bianca-gauthier-8174823aa

Skills

French | Fluent - Spoken & Written
English | Fluent - Spoken & Written

Painting, Drawing (Digital/Traditional), Programming, Design, Video/Audio Editing, Installation, Game Design, Photography.

- **3D:** Blender, Substance Painter, Maya
- **Programming & Game Development:** Have some experience using Unity, JavaScript, HTML/CSS
- **Photo, Video & Design:** Photoshop, Premiere Pro
- **Visual design:** Photoshop, Procreate

Education

Concordia University / BFA Specialization in Computation Art

1515 Saint-Catherine St W, Montreal, Quebec H3G 2H7

SEPT 2024 - ONGOING

Graduation in Fall 2026

Focusing on programming, Game design, Website design, video and audio editing, and other digital media. Still doing some of my traditional art on the side.

Concordia University / BFA Major in Studio Arts Graduate

1455 De Maisonneuve Blvd. W. Montreal, QC H3G 1M8

SEPT 2020 - April 2024

Focusing on drawing, installation, painting, and comics.

- **Awards :**
Graduating with Distinction

Champlain College / DEC in Digital Arts and New Media

900 Rue Riverside, Saint-Lambert, QC J4P 3P2

SEPT 2018- MAY 2020

Focusing on learning digital arts and the variety of other artistic media, including drawing, Photoshop, 3D Maya, Animation, Video editing, Photography, sculpture and more.

- **Awards :**
Honour Roll in 2018, 2019, 2020: Awarded to students with an average of 80% or higher

Experience

Bureau en Gros / Printing Center

9750 Boul. Leduc #35, Brossard, Quebec J4Y 0B3

MAY 2022 - ONGOING

Understanding different types of paper, file editing, formatting, I also printed and made documentation and posters for the Fusion exhibition. Learning a variety of tools and techniques, and also knowing advertising.

Art Exhibition - "Anthroporium" / Artist Exhibitor, Board of Directors Member

SEPT 2025

Popop 372 Saint-Catherine St W, Montreal, Quebec H3B 1A2

A class where the students needed to curate the whole exhibition, from marketing, advertisement, venue, documentation and design. In addition to making a series for this exhibition

Art Exhibition - "Fusion" / Artist Exhibitor, Board of Directors Member

April 2024

Concordia University 1515 Saint-Catherine St W, Montreal, Quebec H3G 2H7

Going through the open call process. Installing/uninstalling work, writing a project statement, and an artist bio for a school-affiliated art gallery and exhibit.

A class where all students needed to curate the exhibition for the Concordia Design and Computation Art programs. We had to plan everything from call-out, marketing, sponsors, vernissage, merchandise, documentation, and everything that is needed for an exhibition.

Lifeguard and Swimming Instructor

MAY 2018 - April 2020

Piscine Seigneuriale, South-Shore, QC

- Delivered exceptional customer service by adapting to the needs of each swimmer and their families
- Facilitated lessons for individuals of all ages and maintained a safe and engaging learning environment
- Put in charge of swimming instructors in training during swimming courses
- Led group and private swimming lessons to foster confidence and water safety skills
- Responded quickly and effectively to high-pressure situations to always ensure swimmer safety
- Collaborated with colleagues to maintain a safe, clean, and organized pool facility
- Communicated effectively with parents and swimmers to provide progress updates and showcase success

Some Commissions / Artists Experience

- Podcast Animation
- Drawing Toolbox for a school (Multiple drawings are used to help teach behavioural cues to children, mainly used by the special education department in the St-Raymond Pavilion of the St. Lawrence School.)
- GameJams participations (<https://itch.io/dashboard>)