Charles Boury
visual artist & **creative coder**

charlesboury.fr
boury.charles@gmail.com
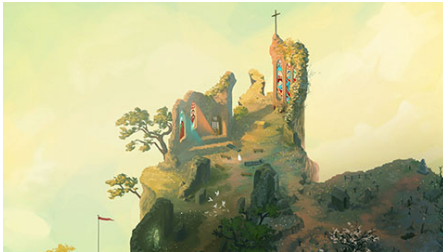(+33) 6 12 96 25 17

I make interactive images to expose
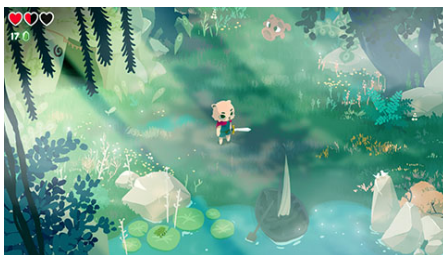complex rules & believe in a better future.

Notable projects

Frankenstein Narrative game

Orange Virtual escape game

Gabrielle Personal project

Skills

✦ Unique visual identity
✦ Quick interactive mockups
✦ Rigorous **Unity** integration
✦ Excellent **Git** knowledge
✦ **Responsive** & careful UI
✦ Visual FX (particles, **shaders**)
✦ **Scripting** (C#, Javascript, Haskell)
✦ Web design

Interests

✦ Programming Language Theory
✦ Energy efficient vehicles
✦ Cute animals, wildlife
✦ Game jams (with Arte, Mediapart
& many others)

Experience

2019—current
Art Director for educational games, Sorbonne University
Managed a team of junior artists, brought unfinished games to
completion & actively helped build an emerging studio.

2018
Art Director & 2D Environment Artist, Arte Creative
Led art for *The Wanderer, Frankenstein's Creature,* a story-driven,
graphic-rich game. Created all environments, from concepts to final
assets. Helped craft the story and interactions to achieve the game
ambition. **Numerous nominations**.

> *JeuxVideo.com review: « A perfect cohesion between the visuals, the
> original soundtrack and the emotions they transcribe. »*

2018
Illustrator of a feminist fairytale, printed
Lavish monochrome illustrations where gender is reversed. Published in
the 2nd issue of the magazine « Mâtin ».

2017
Web Designer for the official Tamagotchi game, Bandai
Designed the landing page for the 1st Tamagotchi game on mobile.

2017
UI Designer for a Quizz app on mobile
Designed the visual identity & **integrated** all of the User Interface of
Schmilblick, a crowdfunded game to help associations of public interest.

2012—2016
Interactive Designer on Math games, Dragonbox app series
Designed **interactive mockups** and graphical identities of successful
mobile games, inventing manipulatives to learn algebra, geometry, rigor
and autonomy in new ways enabled by touch devices.

> *The New York Times review: "The most impressive math education app
> I've seen [...] Its clever design can teach all sorts of complex algebra
> concepts without making children feel as if they are learning mathematics."*

2011
Game designer internship, CNRS
Worked with researchers on a collection of mini-games to understand
pros and cons of wind energy. Helped to write an article about
serious-tone games.

Education

2011 — Licence Pro Game Design
2010 — BTS Design d'Espace