Charles Boury
Video game artist

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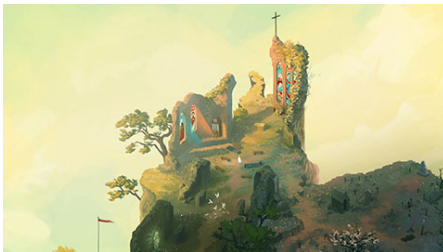(+33) 6 12 96 25 17

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

Notable projects

Road 96 Narrative game

Frankenstein Narrative game

Arausio Virtual escape game

Skills

- ✦ **Cohesive** art direction
- ✦ Quick interactive mockups
- ✦ 3D modeling & PBR texturing
- ✦ 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

Experience

2020—2021
Art Director on Road 96, Digixart
Led Environment art, Character design & UI for a narrative 3D game about a road-trip in the 90s. Pushed a prototype to completion with a team of 5 artists.

2019
Art Director for educational games, Sorbonne University
Managed a small team of junior artists, brought unfinished games (Arausio) to completion & actively helped build an emerging studio (Ikigai).

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** (GDC, Gamescom, Amaze, PGW…).

> *JeuxVideo.com review: « A perfect cohesion between the visuals, the original soundtrack and the emotions they transcribe. » 16/20*

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.

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.

Education

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