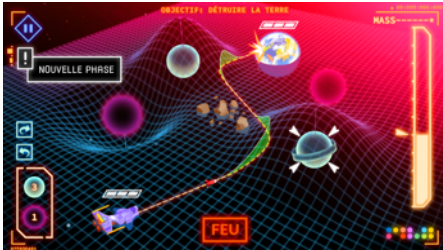


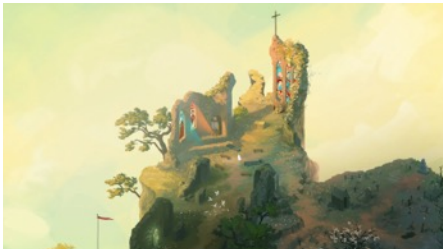


Passionate illustrator of the interactive. Seek to unveil worlds & expose complex rules.

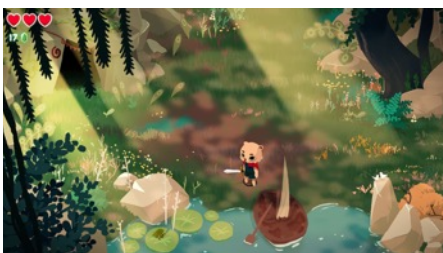
Notable projects



Stranger Fields Particle Physics game



Frankenstein Narrative game



Gabrielle Personal project

Skills

- ♦ Unique visual identity
- ♦ Quick interactive mockups
- ♦ Rigorous Unity integration
- ♦ Excellent Git knowledge
- ♦ UI & UX
- ♦ 2D animations
- ♦ visual FX (particles, shaders)
- ♦ Scripting (C#, Javascript, Haskell)
- ♦ Web design

Interests

- ♦ Programming Language Theory
- ♦ Visual proofs
- ♦ Energy efficient vehicles
- ♦ Cute animals, specifically birds

Experience

current

Art Direction for educational games, Sorbonne university

Managed a team of junior artists, brought unfinished games to completion & actively helped build an emerging studio.

2018

Art Direction & 2D Environments, 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.

2018

Illustrations of a feminist fairytale, printed

Lavish monochrome illustrations where gender is reversed. Published in the 2nd issue of the magazine « Mâtin ».

2017

Web Design for the official Tamagotchi game, Bandai

Designed the landing page for the 1st Tamagotchi game on mobile.

2017

Visual Identity and UI for a mobile app

Designed & integrated all of the User Interface of *Schmilblick*, a crowdfunded game to help associations of public interest.

2012—2015

Math games, Dragonbox

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 design 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
- ♦ 2008 — Bac STI Arts Appliqués