



French game artist student

Looking for a 6 month internship starting march 2018

julie.heugue@gmail.com

(+33) 6.45.41.17.47

julieheugue.com

linkedin

education

- 2016** **Master Degree in Games and Interactive Medias, specializing in Graphic Design** - ongoing, ENJMIN(National School for Games and Digital Interactive Media), Angoulême (France)
Visual conception, video game creation with a team of students from other specialties.
- 2015** **Bachelor Degree in Sensory Webdesign**, Limoges University (France)
Front-end development, applied semiotic, web marketing and webdesign
- 2014** **Erasmus year in 2D Animation**, Volda University College (Norway)
Handdrawn, numeric and cutout animation for solo and team projects
- 2013** **2 years technical degree in Graphic Design and Digital Medias**, ESAAT(Graduate School in Applied Arts and Textile), Roubaix (France)
- 2011** **Grounding year in Applied Arts**, ESAAT, Roubaix (France)
- 2010** **A-levels in Science**, Gambetta High school, Arras (France)

work experience

- 2017** **2 month internship as UI Artist at Kalank**, video game studio, Angoulême (France)
Worked on the studio's first **VR game preprod**, making most of the graphic assets of the prototype, integrating and animating some of them, and creating communication supports.
- 2016** **5 month internship as UI Designer at Inouit**, webdesign agency, Lille (France)
Worked on diverse **web and mobile projects** for corporate clients, including illustration and motion design, on top of wireframing and mockup creation. Supporting the main UI designer or leading on some projects.
- 2015** **1 month fixed-term contract as Graphic Designer at Chapristi**, digital communication agency, Lille (France)
Banner creation, element preparation for online advertisement and webdesign.
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- 2013** **1 week discovery internship at Trebbe graphic design agency**, Béthune (France)
7 weeks internship at Chapristi digital communication agency, Lille (France)
Banner creation, element preparation for online advertisement and webdesign.
- 2011** **Volunteer work on an archeological excavation**, Arras (France)

skills

Advanced

UI design
2D animation

Intermediary

3D modeling
3D animation
HTML5 & CSS3

Basic

assets integration
scripting

softwares



languages

French : native

English : working proficiency

German: conversational

projects

School projects:

Luncheon the grass: Three full months game project where a team of seven people made a cooperation/stealth game about cannibals hunting in a forest. As the project pitcher, I directed the graphic aspects of the game, and worked on character design, character animation and level design.

FlamPAGE: One month long school and group project for the creation of an arena-shooter game. Production of early designs and character design of enemies with another designer. Final design and digital cutout animation of all the enemies, using Photoshop and After Effects.

ADAES: Graduation project for my bachelor in Webdesign, creating a fully working website for an astronomy association. As the project leader, I took care of the communication with our client and of the project planning. I also worked alongside on the UX design of the website and made illustrations and graphic elements for the new website.

Game Jams: Already 4 game jams completed as a graphic designer where I did some 2D/3D assets, animation and a bit of integration (Asylum, Ludum Dare 37...) and more coming during the year.

Let them in: Game made in 48 hours during Ludum Dare #37. First 3D project I worked on. Worked on the art direction of our game, asset creation, modeling of all the characters and their animation.

Micro: Game made for the Asylum Jam 2016. As the main designer on this project, I prepared all the graphic assets of the game and the animations of the main character.

Sidre-Tricks: Pedal the train: Runner game for the Global game jam 2017, inspired by the style of Norman Wilkinson. I made all the assets, background and animation as well as additional content for other levels.

From robots with love: Party game for Ludum Dare 38. Fight for the control of the snow globe against up to three other players. I created the 3D models and animated them, and overlooked the UI conception.

For more information, please refer to my portfolio.

miscellaneous

Interest in **japanese culture and scandinavian countries**, especially their architecture, landscapes and food.

Animation shorts and features using any kind of techniques: cutout, stopmotion, traditional 2D and 3D. David O'Reilly, Late Night Work Club, Alê Abreu, Makoto Shinkai.

Strong interest in science and environment, especially **biology and astronomy**. I find the diversity of life on earth as fascinating as the world beyond our reach.

Ecclectic taste for **Indie games** such as Journey, GoNNER, Super Time Force Ultra, Ibb & Obb, or any **which carries a strong artistic direction on top of gameplay**.

Hiking and travelling, most recently Norway, Iceland and coal tailing piles in northern France.