

## Professional experience

### Illustration **Freelance** [2013]

Graphic design and illustration, for board-games, festivals , street show creations (costumes and machines design).

### Art direction **Ubisoft Paris** [2011-2012]

Unannounced Wii «U» Art direction. User interface design, background design, 3D modeling and texturing, graphic assets integration.

### Art direction **Ubisoft International** [2010-2011]

- «Battletag» Art direction created with Frederick Raynal (Creative director).  
Art direction, logotype design, user interface design, trailers and product design direction.  
- «FarCry Online» prototype (concepts, user interface design, prototype bases).

### Art direction **Lexis Numérique** [1999-2009]

PC games, Nintendo DS and Wii games Art direction.  
Video game productions with many licensors or clients (Disney, Ubisoft, Universal and Eidos)  
- 14 video games created as Art director for «Lexis Numérique» studio.  
Artists team managing (2D and 3D artists, sound designers and writers)  
- 28 video games created as 2D artist; character design, environments design, user interface design, storyboarding, special effects for 3D real time games or online games.  
- 5 children video games created as Autor for licensors ; stories creation , dialogues writing, and game design creation.  
- 9 CD-Rom games created as game designer; game design documents, gameplay tuning , animation lists, special effect lists, musics lists.

### Product design **Travelway** [1997-1999]

Back packs and travel packs design created for licensors («Galeries Lafayette», «Carrera», «Ushuhaïa» and «Roland-Garros»).

## Formation Schools, workshops

### Animation «**Rhynoceros Formation**» [2009 - nov. ]

Flash animation workshop - 10 days.

### 3D **Pyramyd** [2007 june and dec. ]

3DSmax 9 workshop (level one and two - 10 days)

### Product Design **Créapole-ESDI Master** [1992-1996]

Product design master.

Master subject : «trekking». New concepts creation for families with kids .

### Technic **BTS F10a** [1989-1991]

Micromechanics master.

«Paris academy»'s first Price (DEFI 92 challenge) for a prototype creation (ocular implant injector, for eyes).

## Professional skills

**Softwares:** Photoshop CS6, Illustrator CS6, 3DS max 2013, Flash CS6, Dreamweaver CS6.

**English:** readen, talked, written.

## Personal hobbies

Illustration , etching, animation movies, juggling, guitar, bicycling.