

## EXPERIENCE

- 
- Sep. 2004 - Present

### **ELECTRONIC ARTS** - Canada

- Art Director*
- Boogie**
- Senior Concept Artist*
- Army of TWO - Undisclosed projects**

- 2002 - Sep. 2004

### **FREELANCE ILLUSTRATOR** - France

- Various projects for clients from France, USA, and Asia.

- Feb. 2000 - Oct. 2001

### **UBI SOFT ENTERTAINMENT** - Canada

- Art Director* / Modeling, texturing and lighting for real time environments.
- Prince of Persia The Sands of Time** (Pre-production Art Director)
- Disney's Atlantis playable prototype (Art Director).
- Batman Vengeance** (Assistant Art Director)

- Mid 1999 - Feb. 2000

### **E-ON SOFTWARE** - France

- Graphic Designer*
- Vue 3** (Interface graphic design. Logo, packaging and web site design. Illustration)

- 1995 - mid 1999

### **PRESSIMAGE** - France

- Editor / Illustrator*
- PC Fun (Graphics and CGI column editor. Writing. Illustration)

- 1992 - 1995

### **PSYGNOSIS** - UK

- Freelance Videogame Developer*
- Indigo** (Concept, code, graphics and sound)

- 1990 - 1992

### **LANKHOR** - France

- Freelance Videogame Developer*
- Outzone** (Concept, code, graphics and sound)

## SOFTWARE AND TECHNIQUE

- Photoshop (Concept Art, illustration, texture creation)
- 3D Studio Max (Modeling, lighting)
- Maya (Modeling, lighting)
- LightWave (Modeling, lighting)
- Illustrator (Packaging, illustration)
- Coding experience in Assembler Motorola 68000 and various scripting languages

## EDUCATION

- Deug A - First year (Science and Structure of Matter) at Paris VI University
- Baccalaureate C series (Scientific)