

2d artist - ui artist

## UI artist

at Magic Pockets (game studio)

**Designed the user interface** of several games including :

- *Teenage Mutant Ninja Turtle* (2014) - ACTIVISION - 3ds
- *The smurfs* (2015) - UBISOFT - 3ds
- *Cartoon Network : Battle Crashers* (2016) - GAMEMILL - PS4/XBOX1/3ds

Animated UI assets using **Maya** and **AfterEffect**

Prototyped interface navigation using ActionScript

**Developed scripts for Photoshop** using Javascript

(font generation, automated exports)

2012 2016

## 2D artist

at Egg Ball (game studio)

**Led the art direction** of two released games :

- *A Moon for the Sky* (2010) mobile
- *Patchworld* (2011) mobile

Designed UI for browser and **mobile games**

Prototyped graphical FX using **ActionScript** and **Flash**

2010 2012

### about me

In-depth mastering of Photoshop  
Good knowledge of 3dsMax and Maya  
Knowledge of **HTML** and **Javascript**  
Interest in game engines such as  
**Gamemaker** and **Unity**.

### other activities

Participated in several game jams  
(art & programmation)