

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)