Eligible to work in Canada (2 years WHV/PVT)

Anna PARMENTIER

2D GAME ARTIST

skype : anna.parmentier (Lyon, FR)
anna.parmentier@gmail.com
+1 514 608 1331 (CAN)
+33 (0) 769 46 74 81 (FR)

http://www.annaparmentier.com

WORK EXPERIENCE

CONCEPT ARTIST Mar 16-Mar 17 V11StudioGame (Mauritius) - Full time employee
Kitty Journey - Mobile puzzle game, **Wild Factions Arena** - TBA

- Concept Art for characters, Buildings and Landscape
- UI art, assisting on UI design
- Documentation, art direction assistance

CONCEPT ARTIST Jul 15-Jan 16 ZYNGA (Bangalore, IN) - 6 months internship
FarmVille2 - Facebook game with 800k daily farmers

- High concept and buildings for MyGourmetFarm expansion
- Concept art of buildings for weekly features

GAME ARTIST Summer 2014 XIWEN Games (Nantes, FR) - 3 months internship
Gourmet Quest - mobile culinary adventure game.

- 2D Backgrounds, transitions, parallax and game objects
- Trailer and in-game video   • 3D assets for point'n'clic

WEB DESIGN & DEV 2009-2014 Darius Print (Lyon, FR) - Freelance Web Designer
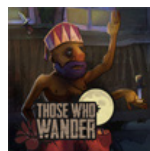
- Webdesign, content management, customer relationship

GRAPHISM Dec 2012 Web agency INDEV (Brussels, BE) - 1 month internship

- Front and Back office template for a CMS for pharmacist
- Logo creation   • Animated e-card and posters
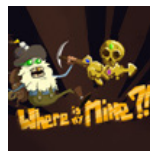
VIDEO GAME PROJECTS

2014-15 **Those Who Wander** – Diploma project, DSK Supinfogame

- Concept art, documentation, art direction
- Environment modeling and texturing for top down game
- Asset implementation and material creation in UE4

2013   **.ORG** – mobile game, Viope Contest

- 2D assets and animations
- Concept art, character design

2013   **Where Is My Mine?!** – Nasscom BYOG 66hours game jam
Honorable mention

- Concept art for the game / Definition of the graphic style
- 2D background and props in pixel art, logo design

EDUCATION

2013-2015 **Rubika Supinfogame** – Pune (IN) Master 2 Management & Game Art
2013 **Srishti School of Art, Design & Technology** – Bangalore (IN) 1semester
exchange program in Animation
2008-2012 **The High School of Art and Design of St Etienne** (FR) DNAP in Art option
(bachelor in fine art)
2008 **Scientific Baccalaureat** 1st Degree diploma (FR) Maths option (cum laude)

SKILLS

Concept art
2D assets creation
UI Art
Art documentation
3D modeling
Video editing/Animation

SOFTWARES

Photoshop
Illustrator
Flash
3DS Max
Zbrush
Substance Painter
After Effects
Perforce/GitHub

ENGINES

Unreal Engine 4
Unity 4 and 5
Construct 2
UDK 3

STRENGTHS

Intercultural experiences
Love team work
Agile methodology
Curious and passionate
Understands the work
 of the other game
 departments

LANGUAGES

French: Mother tongue
English: Fluent
German: Basic level