

Eligible to work in Canada & EU

UI ARTIST

<http://www.annaparmontier.com>

Anna PARMENTIER

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SKILLS

UI Art
Wireframing/UX
Graphic Design
Webdesign
2D assets creation
Basic 3D modeling
Video editing / Animation
User testing / Survey

SOFTWARES

Photoshop
Adobe XD
Flash / Animate
3DS Max
Illustrator
After Effects
Perforce / Git

ENGINES

UE 4 / UDK 3
Unity 4 and 5
XCode
Android Studio

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 & Spanish: Basic

WORK EXPERIENCE

UI/UX DESIGNER

Oct 17-now A Thinking Ape (Vancouver, CA) - Full time
Party in my Dorm - 10year old F2P mobile social game
• Feature work: Wireframe, UI Art, testing and release plan
• Marketing art, user analysis, survey, UX



CONCEPT ARTIST

Mar 16-Mar 17 V11StudioGame (Mauritius) - Full time
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) - 6months internship
FarmVille2 - Facebook game with 800k daily farmers
• High concept for new feature and buildings concepts



GAME ARTIST

Summer 2014 XIWEN Games (Nantes, FR) - 3months internship
Gourmet Quest - mobile culinary adventure game.
• 2D Backgrounds, transitions, parallax and game objects
• Trailer and in-game video • 3D assets for point'n'click

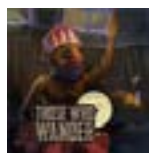


WEB DESIGN & DEV

2009-2014 Darius Print (Lyon, FR) - Freelance Web Designer
• Webdesign, content management, customer relationship



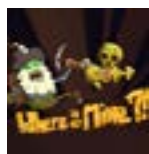
VIDEO GAME PROJECTS



2014-15 **Those Who Wander** – Diploma project, DSK Supinfogame
• Concept art, documentation, art direction, UI
• 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
2013

Rubika Supinfogame – Pune (IN) Master Management & Game Art
Srishti School of Art, Design & Technology – Bangalore (IN)
1semester exchange program in Animation

2008-2012

Higher 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