

# Thibault GIRARD

## Environment/Character, Concept Artist.

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The Marina  
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UK

(Willing to relocate)

### Skills:

- Concept art (environments, mechanicals, characters), illustration (environment and characters).  
High level of knowledge about colour, architecture/perspective, mechanical, and anatomy.  
Speedpainting and fast sketching for iterations.  
Photobashing mixed with painting.  
2D animation basics.
- Digital sculpting in Zbrush, modelling in 3DSmax (low and high poly), texturing (UnwrapUV, texturing on maps and polypaint). Good knowledge of 3D animation in 3DSmax.

### Experience:

Artist 2D/3D at Futurlab (UK) (February 2015 - Present)

Environment concept art and 2D environment assets painting.

Marketing illustrations for Velocity X2 Critical Mass edition (PS4).

Environment concept art, 3D environment assets modelling and marketing illustration for Tiny Trax (PSVR Game).

Freelance - 2D artist at DPM (Da Picky Monkey) (December 2013 – June 2014) Paris

Marketing illustration, Pixel art background painting.

Freelance - 3D artist at Insitua (September 2013 - December 2013) Paris

Environment artist for an architecture software.

Freelance - 2D artist at Black Sheep Studio (May 2013 – September 2013) Paris

Illustrations and sceneries digital painting for marketing an iPad and PC wargame.

2D artist at Blue Turtle (June 2011 – September 2011) Valenciennes

Internship, concept art and illustrations for a strategic 4X game on Facebook.

### Languages:

French (native)

English-UK (fluent-lived and worked for 3 years in England)

Japanese (foundation)

### Education:

- Emile Cohl art school (Lyon 2008-2012)

Master 2: Illustration & Drawing Conception, Arts, Entertainment, and Media Management, Graduate - Videogame section

Private school endorsed by the industry and officially recognised by the French government as a Masters Degree.

- Atelier de Sèvres (Paris 2007-2008)

Design and Applied Arts.

- Sorbonne (Paris 2005-2007)

Applied Arts and History of Art.

### Interests:

Art (concept art, illustration, street art), video games, cinematography, computers (hardware), new technologies (new cars, planes, robots, AI), ninjustsu/jujitsu, science, and cooking.