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# THIBAUT GIRARD

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## SKILLS

CONCEPT ART/ILLUSTRATION  
CHARA, ENVIRONMENT,  
MECHA DESIGN  
3D MODELLING  
2D/3D ANIMATION

## SOFTWARES

PHOTOSHOP   
PROCREEATE   
BLENDER 2.8   
3DSMAX   
ZBRUSH   
PREMIERE   
AFTER EFFECTS 

## COMPETENCES

Native French, fluent in English and  
beginner in Japanese.  
Versatile, super curious and  
relentless. I can provide a wide  
range of art styles.

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## EXPERIENCES

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### CONCEPT ARTIST AT AMPLITUDE STUDIOS (FRANCE)

August 2018 - Now

At Amplitude I had to create a large variety of illustrations to accompany the players during their quests and progress in Endless space 2 (a 4X game). I also had to make concept arts for the playable and non-playable alien races (their spaceship fleets included). Using both digital painting and 3D rendering.

I also did the latest 2D animations for the in-game ground battles. Now currently working on Humankind character/avatar creations and events illustrations.

### CONCEPT AND GENERAL ARTIST AT FUTURLAB (UK)

February 2015 – August 2018

I had a lot of tasks to complete at Futurlab. I was doing the concept arts (environment, character and mecha), making 2D sprites and 3D mechs and I had to animate these. I also did a lot of environment concepting and modelling following my own concept artworks.

All that made me go from a very comic book art style to a cartoonish one and in the end to a semi-realistic one.

### FREELANCE ILLUSTRATOR (FRANCE)

April 2014 – January 2015

I was mainly making book or comic book covers for young writers.

### 3D ENVIRONMENT ARTIST AT INSITUA

August 2013 – February 2014

This was a modelling mission. I had to model a district from real life photos using 3DS max.

### FREELANCE ILLUSTRATOR FOR BLACK SHEEP STUDIO

May 2013 – September 2013

This was about making historical illustrations about different famous war battles for a mobile wargame.

### INTERSHIP – CONCEPT ARTIST AT BLUE TURTLE

May 2011 – October 2011

Very interesting mission where I had to create and illustrate 7 alien races, their anatomy, their buildings and ships.

### FREELANCE ILLUSTRATOR FOR LE PROGRES

March 2011 – April 2011

Illustration made for an article in a newspaper wishing to have a more comic art style for it.

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**MASTER IN ILLUSTRATION, ART CONCEPTION  
AND MEDIA MANAGEMENT – GRADUATED IN  
2012**

Ecole Emile Cohl

I developed a game prototype for the final exam (the purpose was to understand how the art serves the Game design).

Lessons were including academic and digital arts:

Still life, Life painting, Perspective, Anatomy, Storyboarding, History of Cinema, 2D/3D Animation, Sculpture, Illustration (digital, watercolour and acrylic), 3D Modelling/sculpting, Game design.

**LICENCE IN APPLIED ART**

Université Panthéon Sorbonne

Learning of Applied art, Sketching, Modern art and Philosophy of art.

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**INTERESTS/HOBBIES**

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I make my own artworks on my own free time to carry on developing my own ideas.

I am a huge cinephile whether it's about small budget or blockbusters movies and animations.

I love the modding scene and to see how amateurs can change a game.

I have done 10 years of martial arts (6 in Karate/ 4 in Jiu-jitsu) and 3 years of rock climbing.

And I am happy console and Pc gamer with a great love for sci-fi and fantasy.