



JULIEN LESIEUR

CONCEPT ART & GAME ART


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📍 MONTREUIL-SOUS-BOIS, FRANCE

- **French:** Native
- **English:** Fluent
- **Spanish, German:** Basics

AWARDS

- **Microsoft ImagineCup France 2013**
Category Game Design
Bronze Medal
Plastoc Team
- **Microsoft ImagineCup France 2012**
Category Game Design
PC-Xbox
Bronze Medal
Plastoc Team

INTERESTS

 **Movies**
Paprika, The Thing, The Holy Grail,...

 **VideoGames**
Adventure, RPG, Platforming, Point-and-click,...

 **Life Sciences & Environment**

 **Books**
Terry Pratchett, HP Lovecraft,...

SKILLS & TOOLS

- **2D Art:** Concept Art, Character and Creature Design,...
- **3D Art:** Modeling, Texturing...



Clip Studio
Paint



Adobe
Photoshop



Adobe
Illustrator



3D Coat



3DS Max



ZBrush

EXPERIENCE

- 2015 - 2017 **Freelance Artist**
Concept Art, Graphical Design,...
- Aug - Dec 2013 **2D/3D Artist (Internship)** **CCCP**, Valenciennes (France)
Definition of the artistic direction of a project, User Interface Design, Production of 2D, 3D assets and animations, ...
- Aug - Sept 2012 **2D/3D Artist (Internship)** **Bip Média**, Hyères (France)
User Interface Design, Creation of alternate textures for 3D models,...
- 2005-2011 **Various Work Experiences**
Study Officer in Environment, Creation of habitat Maps, Tour Guide, Species inventory, Laboratory work, Survey Agent, Warehouseman,...

EDUCATION

- 2011-2013 **Master Level Diploma** **Supinfo game**, Valenciennes (France)
Management and Game Art
- 2002-2008 **Master's degree in Environment** **ULCO**, Calais (France)
Integrated Management of marine and coastal ecosystems

CONNECT

 WWW.LINKEDIN.COM/IN/JULIEN-LESIEUR

 WWW.ARTSTATION.COM/LESIEURJULIEN