







# Fiona Bosquet

## Game Artist 2D/3D

### Talk to me

- 📍 France – willing to relocate
- ☎ +33 (0)6 28 76 04 16
- ✉ fiona.bosquet
- ✉ fionaa-illu@live.fr

### Find me

- fionaa-illu.wix.com/fiona-bosquet 🏠
- LinkedIn 
- Other social networks :
-     

## Character Artist (2D) / Environment Artist (3D) / Level Artist

### Education

- 2013-2015 | Master's degree in Graphic Design - **Management & Game Art**  
SupinfoGame Rubika (Valenciennes)
- 2010-2013 | **Bachelor's degree in Graphic Arts** Lille III University (Tourcoing)
- 2009-2010 | High school diploma (A levels) in Literature, followed by a year in Preparatory class (Lille)

### Experience

- Since 2016 | **Illustration**  
Making portraits or commissioned illustrations, and working on personal 2D/3D projects.
- 2015 (5 months) | **2D/3D Artist | Vertical**, Plaine Images – Tourcoing, Lille area
  - Concept Art, 3D modeling and texturing (enviro/props) on the game *Tropical wars* (ios/android)
  - Low poly 3D assets modeling and Level Art on the game *Les Îles du Futur* (partnership with Arte TV)
  - Creation of a website and its graphic bible
- 2014 (4 months) | **2D Artist/2D Animator | Grand Cauldron** - Villeurbanne, Lyon area
  - Concept Art and Character Design, creation of Artworks, creation of 2D animated sprites (chara) on the game *Eternal Forest* (Game Greenlit on Steam)
- 2013 - 2015 | **Student projects**, SupinfoGame-Rubika
  - **3D Environment Artist / Level Artist** | *Twin Fates* – End of studies project  
Won the Ping Awards 2015 : Best Student Game (with both 'Jury's prize' & 'Public's pick')  
Concept Art, 3D assets modeling and texturing (enviro/props), integration in the game engine (Unity), Level Art
  - **3D Environment Artist** on the game *Operative*  
3D assets modeling and texturing, Level Art, and Lights placement in the game engine (Unity)
  - **Character Artist/2D Animator** on the game *Tequila Rumble*  
Partnership with studio Gameloft | Character Design, creation of 2D assets (props), creation of animated 2D sprites (chara)
  - **2D Artist** on the game *Au boulot, matelot !*  
Partnership with studio 3Dduo | Character Design, creation of 2D assets (chara/props)

### Skills and tools

- Concept Arts creation (Photoshop, Paint Tool Sai, other traditional tools)
- **2D assets** creation and animation (Photoshop)
- **3D assets** modeling and texturing (3DStudio Max, Zbrush, TopoGun)
- **Integration** in a game engine (Unity) and **Level Art**
- Knowledge of a game's production stages
  
- **Bilingual** in English (TOEIC 940)

For more information about the projects I worked on or my role in their production, see my portfolio (<http://fionaa-illu.wixsite.com/fiona-bosquet>) or simply contact me !

