# JULIE HEUGUE

## Junior UI Artist
Willing to relocate

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## work experience

**2018**  **5-month internship as a UI Artist at Voxler**, video game company specialized in karaoke games. I worked on the Let's Sing franchise on the 2019 game, creating, animating and integrating assets and interfaces for the game.

**2017**  **2 month internship as UI Artist at Kalank**, video game studio, Angoulême (France) Worked on the studio's first VR game preproduction, making most of the graphic assets of the prototype, integrating and animating some of them, and creating communication supports.

**2016**  **5 month internship as UI Designer at Inouit**, webdesign agency, Lille (France) Worked on diverse web and mobile projects for corporate clients, including illustration and motion design, on top of wireframing and mockup creation. Supporting the main UI designer or leading on some projects.

**2015**  **1 month fixed-term contract as Graphic Designer at Chapristi**, digital communication agency, Lille (France) Banner creation, element preparation for online advertisement and web design.

**2014**  **1 month fixed-term contract as Graphic Designer at Chapristi**, digital communication agency, Lille (France) Banner creation, element preparation for online advertisement and web design.

**2011**  **1 week discovery internship at Trebbe graphic design agency**, Béthune (France)

**7 week internship at Chapristi digital communication agency**, Lille (France) Banner creation, element preparation for online advertisement and web design.

**2010**  **Volunteer work on an archeological excavation**, Arras (France)

## education

**2016**  **Master Degree in Games and Interactive Media**, specializing in video-games graphics, ENJMIN(National School for Games and Digital Interactive Media), Angoulême (France) Visual conception, video game creation with a team of students from other specialties.

**2015**  **Bachelor Degree in Sensory Web Design**, Limoges University (France) Web design, UX, front-end development, applied semiotics and web marketing.

**2014**  **Erasmus year in 2D Animation**, Volda University College (Norway) Hand drawn, numeric and cutout animation for solo and team projects

**2012**  **2 years technical degree in Graphic Design and Digital Media**, ESAAT( Graduate School of Applieds Arts  and Textile),Roubaix (France)

**2011**  **Grounding year in Applied Arts**, ESAAT, Roubaix (France)

**2010**  **A-levels in Science**, Gambetta High school, Arras (France)

## skills_____

Advanced
    UI Design
    2D Animation
Intermediary
    3D Modeling
    3D Animation
    Web developpement
Basics
    Unity integration

## softwares_____
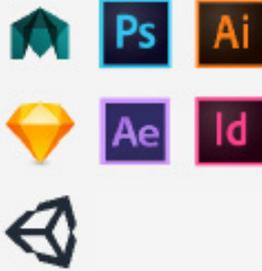
## languages_____

French : native

English : working proficiency

German : conversationnal

## projects _____

### School projects :
**Kaiju Snap :** 5-month graduation team project for the master degree, making a game's vertical slice. Using a VR helmet, you are a journalist using a drone on an island to sample and record the local fauna, until you encounter a giant beast. Given the project's scope, I was in charge of the creature design and animation.

**Luncheon the grass :** 3-month game project where a team of seven people made a cooperation/stealth game about cannibals hunting in a forest. As the project pitcher, I directed the graphic aspects of the game, and worked on character design, character animation and level design.

**ADAES:** Graduation team project for my bachelor in Web design, creating a fully working website for an astronomy association. As the project leader, I took care of the communication with our client and of the project planning. I also worked alongside on the UX design of the website and made illustrations and graphic elements for the new website.

### Game jams :
Several game jams completed as a graphic artist where I did some 2D/3D assets, animation and some asset integration (Demake Jam, Ludum Dare 37...).

Let them in : Game made during Ludum Dare #37. Worked on the art direction of our game, asset creation, modeling of all the characters and their animation.

Side-Tricks : Pedal the train : Runner game for the Global game jam 2017, inspired by the style of Norman Wilkinson. I made all the assets, background and animation as well as additional content for other levels.

Demake Jam: Demaking The Witcher 3 into a pixel art tactical game, working on the art and interface.

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## interests _____

Interest in **Japanese culture and Scandinavian countries**, especially their architecture, landscapes and food.

**Animation shorts and features** using any kind of techniques: cutout, stop motion, traditional 2D and 3D. David O'reilly, Late Night Work Club, Alê Abreu, Makoto Shinkai.

Strong interest in science and environment, especially **biology and astronomy**. I find the diversity of life on earth as fascinating as the world beyond our reach.

Eclectic taste for **games** such as Abzu, GoNNER, Monster Hunter series, Ibb & Obb, or any which **allies a strong artistic to gameplay**.