



Game artist junior

Looking for a 6 month internship starting march 2018

Open to relocation

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education

- 2016** **Master Degree in Games and Interactive Media**, specializing in Graphic Design - ongoing, 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)
Front-end development, applied semiotic, web marketing and web design.
- 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 Applied Arts and Textile),Roubaix (France)
- 2011** **Grounding year in Applied Arts**, ESAAT, Roubaix (France)
- 2010** **A-levels in Science** , Gambetta High school, Arras (France)

work experience

- 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.
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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)

skills

Advanced

UI design
2D animation

Intermediary

3D modeling
3D animation
HTML5 & CSS3

Basic

assets integration

softwares



languages

French : native

English : working proficiency

German : conversational

projects

School projects :

Luncheon the grass : Three full 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.

Flampage : One month long school and group project for the creation of an arena-shooter game. Production of early designs and character design of enemies with another designer. Final design and digital cutout animation of all the enemies, using Photoshop and After Effects.

ADAES: Graduation 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 :

Currently 4 game jams completed as a graphic designer where I did some 2D/3D assets, animation and some asset integration (Asylum, 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.

Micro : Game made for the Asylum Jam 2016. As the main designer on this project, I prepared all the graphic assets of the game and the animations of the main character.

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.

From robots with love: Party game for Ludum Dare 38. Fight for the control of the snow globe against up to three other players. I created the 3D models and animated them, and overlooked the UI conception.

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 **Indie games** such as Journey, GoNNER, Super Time Force Ultra, Ibb & Obb, or any which **carries a strong artistic direction on top of gameplay**.

Hiking and travelling, most recently, Norway, Iceland and coal tailing piles in northern France.