

Lucie Viatgé

2D&3D Game Artist,
Illustrator & Animator

Online portfolio

lucieviatge.com

Mail

lucie.viatge@gmail.com

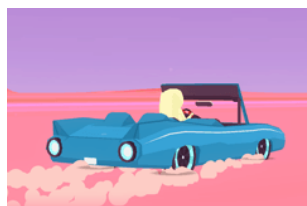
Looking for a 3+ month internship/job starting August or September.

Seeking to improve and expand my wide range of skills by taking part in a lot of different projects. I'm easy to work with, proactive, and eager to learn.

Education

2011-2016	Game Art & Management	SUPINFOGAME RUBIKA	Valenciennes	FRANCE
2011	French Baccaureat in Sciences	Lycée Raymond-Naves	Toulouse	FRANCE

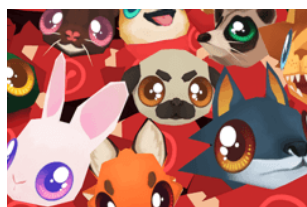
Experience & projects



Klondike, indie videogame collective - Since 2013

klondike.fr

- Taking part in a lot of Game Jams.
- **Talking & showcasing** at several videogame events around the world.
(A MAZE. Berlin; GDC, San Francisco; Screenshake, Antwerp; Zoo Machines, Tourcoing; Fantastic Arcade, Austin)
- Worked and still working on **projects with other members**.
- **Games featured** on multiple websites.
(Rock, Paper, Shotgun, Gamejolt, Itch, Polygon, The Verge, Killscreen, Eurogamer)



Anarcute, cute rioting action game (Xbox One, PC) - Since 2013

anarcute.com

I'm co-founder of Anarteam G.I.E., which we created with my four teammates to develop and publish Anarcute.

- **2D&3D artist** on props, **characters**, environment, textures.
- Communication & marketing assets.
- Working on the scenario & **2D cutscenes** (from storyboard to animation).
- **Character design & Concept Art**.
- Integration & level building in Unity.

Several awards & honors, including Unity Awards, IGF, Microsoft Imagine Cup and more.



Internship & freelance work with Tale of Tales (The Path, Luxuria Superbia), on Sunset (PC) - 2015

tale-of-tales.com

- **2D communication assets** for website & newsletter.
- **3D assets** for the game (plants & furnitures).
- **In game 2D assets** (fake photographs, magazines covers & illustrations for giant posters).

Key Skills & Softwares

- Defining **aesthetics** and producing **concept art**.
- **Characters, creatures** and **environment design**.
- **3D Modeling**, unwrapping, rigging, skinning & **3D animation**.
- **Texturing** (painting & photo manipulation).
- **Digital painting, 2D assets** and **2D animation** (frame by frame & puppet).
- Video editing. Marketing and communication assets.
- Engine integration and level building.

Favorite softs - Photoshop, 3dsMax.

Mastered - Illustrator, InDesign, After Effects, Unity.

Common Use - Topogun, Zbrush.

Basic Knowledge - UE4, UDK, Maya, Mudbox.

English: fluent.

French: mother tongue.

Interests

- **Animes & cartoons:** some of my favorites are Steven Universe, Anohana, Evangelion, Bakemonogatari, Nichijou. I have a special affection for magical girl animes, such as Madoka Magica, Kill la Kill or the Pretty Cure series.
- **Videogames:** my childhood crushes are Pokémon and Phoenix Wright. I'm now fond of short and innovative ones like Her Story, Panoramical, Journey, Shelter, Undertale..., and I'm totally into visual novels and any game involving customization.
- **Indoor gardening and veganism.**
- **Fashion and hair dye.**

I'm into parties, board games and pen & paper, especially D&D.
I also like travelling, hiking and horse riding.