

Héloïse Lozano

illustrator and game artist

Conscientious, Open-minded, Adaptable, Optimistic

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— Objective —

Looking for a **job** starting February 2017.

— Educational background —

2011 – 2016 **Master's degree in Game Art and Management**, *Supinfogame*, France.

2009 – 2011 **Baccalauréat, Litterature & Cinema** with first class honors, *Clemenceau high school*, France.

— Experience —

April 2015 – Today | *Art collective* | **Klondike**

Speaker – Game Artist

- Joined the French collective Klondike, gathering **video game developers and artists**.
- Gave **talks and conferences** in events such as **IndieCade Europe** and **Parallel Worlds London**.
- Participated in international **game exhibitions** such as **A.MAZE**, **Screenshake**, **Fantastic Fest**.

July 2016 – December 2016 | *Internship* | **Paladin Studios, The Hague**

3D Game Artist

Assignments:

- Created the inside of a **3D apartment using Maya and Unity** for a **mobile game**.
- Worked on **3D character design** researches and iterations, for a **top view mobile game**.
- **Illustrated game concepts** by building **3D models and mockups** using **Maya and Unity**.

Achievements:

- Overcame a tight deadline by creating ten 3D characters, half of them rigged and animated, in less than 2 weeks.
- Produced and designed over forty 3D props - food and cooking ingredients - in 2 and a half week.
- Mastered Maya regarding modeling techniques, tackled some rigging and animation work.

July 2015 – September 2015 | *Internship* | **TeamTO**

2D Game Artist – 3D Game Artist

Assignments:

- Designed and produced **all the 2D assets** of a **mobile game for children**.
- Created **3D assets** - models and unwraps - for a future **TeamTO mobile game in Maya**.
- Built-up **3D mockups on Unity and Maya** close to the current rendering of *Angelo Rules*.

Achievements:

- Succeeded to produce the different 2D assets for a whole mobile game in 1 month and a half.
- Managed to create in time 3D assets with an unmastered software at the time: Autodesk Maya.

July 2014 – August 2014 | *Internship* | **Atelier 510 TTC**

Assistant colorist – Illustrator on a personal project

Assignments:

- **Illustrated and adapted** a Scandinavian **tale** of 32 pages **for 5 to 8 years old children**.
- **Colored** various plates of the French comics *Michel Vaillant* and *Nomad* using **Photoshop**.
- Drew a 5 pages **storyboard** according to a script.

Achievements :

- The book I made was read to different classes of first year elementary school.
- Participated to the colorization of more than 10 pages of the *Michel Vaillant Liaisons dangereuses* published comic book.

– Projects

October 2015 – June 2016 | *Quur* | **Final year project at Supinfogame**

Lead artist – Environment artist – Level builder

Assignments:

- Created an **artistic direction** inspired by illustration and painting techniques.
- Made it consistent and **readable in 3D**.
- Thought **game levels** with level designers, working on **their visual aspect and settings**.
- Produced 3D assets from key arts in order to match perfectly a stylized artistic direction.
- Facilitated the **communication** between game designers, artists and the instructors.

Achievements :

- Succeeded to create a complete and replayable experience, to download for free on itch.io.
- The game received lots of positive reviews, from Rock Paper Shotgun to Killscreen.

February 2014 – June 2014 | *Fishbones* | **Novaplay contest, rewarded with the “coup de coeur” prize.**

3D artist – Sound designer

- Provided **textured and animated 3D assets** for this **collaborative** and **experimental** project.
- Worked on **sound design** on **GarageBand**, matching with existent ones already in the game.

2012 – Today | *Short games* | **Various game jams events**

- Experienced **crunch times** several times on **48 to 72 hours game jams**.
- Acquired the habit to **produce fast and well** and to **integrate myself my assets**.
- **Learned quickly new skills** related to crafting in order to create art installations.

– IT Skills

I am both a Windows and Mac OSX user.

- *2D:* **Photoshop, Illustrator**, Flash
- *3D:* **3DSMax, Maya**, Zbrush, Mudbox, Topogun
- *Game Engines :* **Unity, UE4, UDK**
- *Editing softwares:* **Imovie**, Final Cut Pro, **After Effect**
- *Sound design softwares:* **GarageBand**

I also master the **Microsoft Office suite** and I have a **driving licence**.

– Languages

French : mother tongue | **English** : fluent | **Spanish** : high school level

– Hobbies

Video making and cinema: produced several short movies during high school. One of them, Looping, was selected for the international movie festival of Sarlat, student short movie category

Major influences: Wes Anderson, Jim Jarmusch, Miyazaki, Scorsese, Joel and Ethan Coen

History of art and illustration: attended a history of art class on my middle school years.

Major influences: De la Tour, De Chirico, Hopper, Mary Blair, Guillaume Bianco, Amélie Fléchais

Drama: 6 years of practice in different structures

Reading and writing, creating cuddly toys, horse riding, climbing and travelling, music composing, I also enjoy cooking and experiencing new recipes.