

Héloïse Lozano

Producer - Game artist

Conscientious, Open-minded, Adaptable, Optimistic

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— Education —

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 2017 – Today | *Permanent contract* | **Groplay, Stockholm**

Producer – Game Artist

- Producer on Play ABC, Alfie Atkins! and a project on development.
- Plannings and milestones organization, team and providers management.
- **All round game artist**, from 3D level building and modeling to 2D concepts and FXs.

Achievements:

- **Took the lead of a 7 people team**, after spending 8 months working in the company.

April 2018 – July 2018 | *Expert contract for the European Union (EACEA)* | **Remote work**

Expert Creative Europe - video game category

- **Examination of game applications**; marked and ranked regarding the different aspects of the presented project: game design, scenario, artistique direction, planning, budget, marketing plan.

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 | *Final 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**.

Achievements:

- Overcame a tight deadline by creating ten 3D characters, half of them rigged, in 2 weeks.
- Produced and designed over forty 3D props - food and cooking ingredients - in 2 weeks.
- 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**.
- Built-up **3D mockups on Unity and Maya** close to the current rendering of *Angelo Rules*.

Juillet 2014 – Août 2014 | *Internship* | **Atelier 510 TTC, Reims**

Assistant colorist – Illustratrator on a personal project

- **Illustration and adaptation** of a scandinavian tale of **32 pages**, for 5 to 8 years old.
- **Colored** various plates of the French comics *Michel Vaillant* and *Nomad*.

– 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.
- 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.

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

- Acquired the habit to **produce fast and well** and to **integrate myself my assets**.
- **Keyboard Mandala**, honored guest at A.MAZE Berlin.
- **Fishbones**, novaplay contest, “coup de coeur” prize.

– IT Skills

I am both a Windows and Mac OSX user.

- *2D*: **Photoshop, Illustrator**, InDesign, Flash
- *3D*: **3DSMax, Maya**, Zbrush, Topogun, Substance, Octane
- *Game Engines* : **Unity**, UE4
- *Editing softwares*: **After Effect, Premiere**, Final Cut Pro
- *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 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.

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, travelling, I also enjoy cooking and experiencing new recipes.