



SUZYBOUCHE

GAME ARTIST

Concept Art Modeling Texturing Animation

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*I am looking for an internship
 in the video game industry,
 from July to December 2015*

EDUCATION

2012/2015 Master degree in Game Art Management
 (SupinfoGame, Valenciennes.)

2009/2012
 (University of Computer Graphic, Pole 3D, Roubaix)

2009 A levels (Art speciality)
 (high School St Vincent de Paul, Loos).

SKILLS

Photoshop	Premiere Pro	Flash	French
Illustrator	After Effects		English
3DsMax	Mudbox	Unity	Other:
Maya	Zbrush	UE4	Unfold3D
XSI			TopoGun
			CrazyBump

Modeling Animation Rigging (for 3DsMax, Maya, XSI)
 Beginner intermediate Advanced Expert

PROFESSIONAL EXPERIENCE

- 2014, (3 months), Interprofessional exchange 2D, 3D Artist, Trident, Nagoya, Japon.
 - 守れ!!! Elepits is a Nintendo 3ds game, Character Design, Character animation / GUI / 2D FX / Lead Artist.
<http://suzybouche.com/index.php/characters-animations/8-jeux/43-elepits-in-japan>
 - Stella Chan, Modeling and texturing of 3D Stella Chan mascot, for Felistella company.
<http://suzybouche.com/index.php/characters-animations/18-personnages-3d/45-stella-chan>
 - Aerave, Create 3 Robots : modeling, texturing and animation / GUI / 2D and 3D FX, For HAND company.
 - Noah sakasa is a smartphone Game, Character Design, Modeling and texturing of 3D Box animals.
- 2012, (4 months), Internship 3D Artist, Intersens company, Paris, France.
 Reading architectural plans, Autocad / Modeling of 3D urban buildings / Realistic Texturing.
<http://suzybouche.com/index.php/environments-various/19-environnement-3d/25-intersens-intership-2012>
- 2011, (1 month), Internship 3D Artist, Pense tete company, Roubaix, France.
 Modeling and texturing of 3D buildings
- 2011 (2 months), Internship 2D, 3D Artist, Mystereoo company, Lille, France.
 Modeling and animation of various assets / Motion graphics and animation for the development of a site / Creation of a demo tape for a smartphone application .
- 2010 (1 month), Internship 2D Artist, LINK company, Roubaix, France.
 Research on the values and image of the client / Character animation brand mascots / Created animation for the Development of Communication.

CONTEST

2014, Imagine Cup

Team of four members.

Environment design / 3D Modeling / texturing

<http://suzybouche.com/index.php/menu2-jeux/27-tacoy-work-in-progress-imagincup-2013>

2013, Ubisoft Game Challenge

The game was realized in 48 hours, with a Team of ten members.

Character design / 3D Modeling / Rigging / Animation

<http://suzybouche.com/index.php/menu2-3d/21-upadana>

2013, AsylumJam

The game was realized in 48 hours, with a team of seven members.

Environment design / 3D Modeling Environment and character / Animation

<http://suzybouche.com/index.php/menu2-jeux/2-wood>

2013, Indie Speed Run

The game was realized in 48 hours, with a team of four members.

Character design / 3D Modeling Environment and character / Rigging / Animation

VARIOUS EXPERIENCES

June /August 2013, Shop Assistant.

Kretzschmar, Villeneuve d'Ascq.

2009-2011, Handling.

Bouche Mosquet, Lomme.

2008-2011 August, Facilitator (trainee) 6/11 years,

day care center, Lambersart.

2009-2012, Monitor,

Transpole Company, Lille.

HOBBIES

Sport (fitness, swimming, horse riding, martial arts)

.Video games, cinema, music.

Sketching, painting