

# Jules Darriulat

+44 7380401141

Flat 1, 270 Old Christchurch road, Bournemouth, BH1 1PH

[julesdarriulat@gmail.com](mailto:julesdarriulat@gmail.com)

<https://julesdarriulat.artstation.com/>

## Personal profile:

An enthusiastic, team oriented concept artist with experience within animation, video games and freelance environments. Core competencies include concept art, UI design, and 3D pipeline. Constantly seeking to improve, share knowledge and gain experience in the industry as a professional concept artist.

## Professional work:

### **Graphic designer; Fanview, London — March 2019 - May 2020.**

In charge of designing entire UI layouts and visual identities for worldwide Esport stream competitions. Worked for about 10 projects including clients as Red Bull, PUBG and many others.

### **Freelance illustrator; Parc Jura vaudois, WWF jeunesse, Switzerland — 2018 - 2020.**

Illustrated 3 projects used for teaching nature wildlife in Switzerland.

### **Freelance illustrator and graphic designer; Private clients, Switzerland — 2017 - 2019.**

In charge of painting and creating digital paintings to decorate or illustrate private clients personal needs. Creation of logos for personal clients.

### **Illustrator contractor; Everdreamsoft, Geneva — 2018.**

In charge of illustrating a video game card within a strict art direction, style and client needs.

## Placements:

### **Staff crew; Industry Workshops, London — 2014 - Present.**

Worked as a staff member about 4 days per year to run the Industry Workshop event.

### **Concept artist; Everdreamsoft, Geneva — 42 days in 2018.**

Worked as a concept artist, illustrator and graphic designer on the video game Soap Arena. In charge of creating character and environment concepts, key art, UI and Logo.

## Education:

### **Bournemouth University; BA (Hons) Computer Animation Art and Design — 2017 - June 2020.**

Completed course with First Class Honours.

## Skills:

- Good team communication skills and ability to take direction and accept critical review of my work.
- Ability to interpret other people's ideas and quickly render imaginative concepts from verbal and written directions.
- Ability to generate thumbnails based on art direction, progressing to more detailed colour concepts and final illustration.
- Good 2D skills including Photoshop, Illustrator, Procreate and traditional art mediums with understanding of core artistic principles.
- Strong knowledge of the animation production pipeline as well as related softwares such as Maya, Blender, Zbrush, Houdini, Nuke and Substance painter.
- Ability to design creative believable characters and environments with sense of style and anatomy.
- Quick sketching ability.
- Fluent in French, English and intermediate in German.