

PIERRE ANTOINE MOELO

Visual development – concept artist

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PROFESSIONAL EXPERIENCE

2012-present (september - present)– Visual development-artist - Digital District

Visual development and background concept art of an animation featured , Ballerina.

2011-2012 (9 months)– Concept-artist - Ubisoft

Background and props designs.

2011 (5 months) - Lead Concept-artist (characters/background) – StoraLab Corp

In charge of the whole pre production creations for an undisclosed game (character/background design, marketing illustrations). Oversaw and support of the 3D team on the realisation of 3D assets and and textures.

2011 - Freelance Illustrator – Everdream Soft

High definition illustrations for the trading card game Moonga,

2010 -2011 (7 months)– Concept-artist (characters/background) -Darkworks

Concept artist in charge of the whole art creation for an AAA ps3/360 project (character-design, background desing, props, marketing illustrations),

2008-2010 (2 years)– Concept-artist - Ubisoft

Red Steel 2 . Raving Rabbids : Travel in Time . Background designs , character designs , props designs , marketing illustrations on AAA Wii games,

2007 (3months) – Concept-artist / 3D Artist - Neko Entertainment

3D Artist : modelisation of background elements and several items of the game, mesh optimization.
Concept-artist : creation of characters and backgrounds for different game projects, creation of the user interface.

SCHOLARSHIP

2006-2008 - Video games and Animated movies formation – LISAA

Project manager and creative director of a 4 to 5 persons teams. Characters and background creation / modeling / texturing / animating. Story boards and 2D animations.

National price won at the 3D3 contest.

2005-2006 - Année préparatoire – LISAA (L’institut supérieur des arts appliqués, Art School)

Realization of short 3D movies : character and background concept / modeling / texturing .

2005 - Baccalauréat général, ES – Lycée Saint Louis Sainte Clotilde

2004 - Cambridge First Certificate (FCE)

LANGUAGES AND SOFTWARES

Spoken Languages : French (fluent , native) English (written, spoken) Spanish (basics).

2D Softwares : Photoshop (7 and further) , Painter (7 and further), Illustrator (CS2 and further) .

3D Softwares : 3dsmax (7 to 9), Zbrush2.

MISCELLANEOUS

- Worked on sculpture and oil painting personal projects.
- self published 3books.
- climbed a few volcanoes in Iceland.