

Nicolas RIVET

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OBJECTIVE

Looking for a new opportunity to work in the videogames industry and get a position in art field.

EXPERIENCE SUMMARY

Artistic sense, creativity and excellent drawing skills.
10 years experience in entertainment as a lead and CG artist.
Good leadership and organizational skills.
Able to work independently as well as within a team.
Proficient with 2D / 3D softwares (Photoshop, Painter, Flash, After Effects, Maya).

EDUCATION**Supinfocom** - 1998 to 2000

Completed 2 years Avanced Cycle - Digital Direction
Directed animated short movie "Piège à Cons" (Anima Mundi 2002 and Berlin 2003 selection)

PROFESSIONAL EXPERIENCE**Freelance Artist** - July 2007 to present

Designed characters, comics, cover art and illustrations for *Mixman* magazine, *Milan Presse*.
Created comics and illustrations for *Chaudron Magique* magazine, *Milan Presse*.
Illustrated humoristic comics for collective book VDM (viedemerde.fr / fmylife.com).
Contributed to *Café Salé Artbooks II & III*.
Developped *Kamafun* (© Nils / *Index*) universe and supervise products design.
Created illustrations, 3D animations, storyboards and graphics for various clients.

Art Teacher - September 2007 to present**Studio M Toulouse**

Taught character design, storyboard and comics illustration to 3D students.
Evaluate, supervise students and provide art direction for short movies.

2D/3D Artist - August 2003 to March 2007**Index Multimedia**

Created attractive characters, the KAMAFUN characters (mobile products and derivatives).
Created hundreds illustrations and animations for mobile content.
Designed Tchatche TV new chart, WAP sites and graphics for mobile games.
Created 3D animations for commercials and video clips.

Lead artist - June 2000 to September 2002**Carapace**

Designed concepts for 2 next gen games projects.
Created 3D models, animations and 2D graphics (HUD, sprites).
Led Toulouse studio art team.

INTERESTS

Life drawing, travelling, photography, movies, comics, sculpture.

REFERENCES available upon request