



Mathias Millioud
Game artist

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I'm looking to join a talented team who thrive to deliver experiences that people will love

June 2018 - December 2018

Certificate IV in digital and interactive games

Holmesglen Institute, Melbourne

August 2014 - May 2018

Thanks but no thanks digital agency

Co-founder / Art director

Art director

Established moodboard and style guide. Managed design team to create high quality assets for clients

UI / UX designer

Created low and high fidelity wireframes and designs based on accurate users data

Front end development

developed front end pages. Controlled websites quality and assured compatibility with the market

Project manager

Generated team plannings, created team building workshops, defined projects tasks in both waterfall and agile workflow

August 2012 - July 2014

Essencedesign

UX-UI designer / front end developer

UX/UI designer

Created low and high fidelity prototypes and design assets.

Front end developer

Developed highly detailed front end pages for websites and platforms.

January 2013 - June 2013

Diploma of digital strategist

Crea Geneva

August 2010 - February 2011

Swiss armed force

UI Designer / event assistant

UI designer

Created design assets for events, such as flyers, ads, videos, banners.

Event assistant

Assisted event planner to assure a successful event.

August 2008 - August 2012

Certificate of capacity (Switzerland)

Media information and communications technology and management mediamatic

PROFILE

Born in Switzerland

Speak French and English

Hardworker, attention to details, like to laugh

Passion for good coffee, Esport competitions,

one man shows

TOOLS

3d and Design

Maya, Blender, Photoshop, illustrator, sketchapp, adobe XD, Unity, Substance painter, 3dcoat, Mudbox

Dev.

C#, Unity, javascript, html, css, Git, Package manager(NPM, gulp, bower), Laravel framework.

Management

Trello, Harvest, Abstract, Asana
Prototype products (Invision, marvelapp)
Microsoft Suite

OTHERS

Unite 2018 Melbourne

Benevole Staff