
THIBAUT GIRARD



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SKILLS

CONCEPT ART/ILLUSTRATION
CHARA, ENVIRONMENT,
MECHA DESIGN
3D MODELLING
2D/3D ANIMATION

SOFTWARES

PHOTOSHOP 
PROCREATE 
BLENDER 2.8 
3DSMAX 
ZBRUSH 
PREMIERE 
AFTER EFFECTS 

COMPETENCES

Native French, fluent in English, and beginner in Japanese.
Versatile, incredibly curious, and motivated. I can provide a wide range of art styles.

EXPERIENCES

CONCEPT ARTIST AT AMPLITUDE STUDIOS (FRANCE)

August 2018 - Now

I created a large variety of illustrations to accompany players during their quests and progress in Endless Space 2 (a 4X game), and produced concept art for the playable and non-playable alien races (including their spaceship fleets) using both digital painting and 3D rendering. Finally, I completed the latest 2D animations for the in-game ground battles.

CONCEPT AND GENERAL ARTIST AT FUTURLAB (UK)

February 2015 – August 2018

I was responsible for multiple tasks at Futurlab. These included creating the concept art for the environments, characters and mecha, and making and animating 2D sprites and 3D mechs. I also developed multiple environment concepts, and undertook modelling for my own concept artwork.

This experience developed my repertoire of styles according to the game. For example, I developed illustrations in comic book art style, cartoonish style, and semi-realistic styles.

FREELANCE ILLUSTRATOR (FRANCE)

April 2014 – January 2015

I created and developed book or comic book covers for young writers.

3D ENVIRONMENT ARTIST AT INSITUA

August 2013 – February 2014

I was involved in a modelling project wherein I modelled a district from real life photos using 3DS max.

FREELANCE ILLUSTRATOR FOR BLACK SHEEP STUDIO

May 2013 – September 2013

I made historical illustrations about different famous war battles for a mobile wargame.

INTERSHIP – CONCEPT ARTIST AT BLUE TURTLE

May 2011 – October 2011

I participated in a very interesting mission where I created and illustrated the concept art for 7 alien races, their anatomy, their buildings and ships.

FREELANCE ILLUSTRATOR FOR LE PROGRES

March 2011 – April 2011

I made an illustration for an article in a newspaper wishing to have a more comic art style.

QUALIFICATIONS

MASTERS IN ILLUSTRATION, ART CONCEPTION AND MEDIA MANAGEMENT – 2012

Ecole Emile Cohl

I developed a game prototype for the final exam (the purpose was to understand how the art serves game design).

Lessons included academic and digital arts:

Still life, Life painting, Perspective, Anatomy, Storyboarding, History of Cinema, 2D/3D Animation, Sculpture, Illustration (digital, watercolour and acrylic), 3D Modelling/sculpting, Game design.

LICENCE IN APPLIED ART

Université Panthéon Sorbonne

Learning of Applied Art, Sketching, Modern Art, Philosophy of Art, and History of art.

INTERESTS/HOBBIES

I create my own artwork during my free time to develop my skills and ideas.

I am a huge cinephile, whether it's for small budget or blockbusters movies and animations.

I love the modding scene and to see how amateurs can change games.

I am very active, and have done 10 years of martial arts (6 in Karate/ 4 in Jiu-jitsu), and 3 years of rock climbing.

I am a happy console and PC gamer with a great love for sci-fi and fantasy.