

DAMIEN FOURNET

CREATIVE DIRECTION AND UX DESIGN

Montréal H1T, Québec, Canada

CELL (1)438.878.4606 EMAIL contact@homelet.fr

LANGUAGES

French (native)
English (fluent)

CITIZENSHIP

France
Canada

AVAILABILITY

Immediate

SKILLS

- Leadership
- Creative Direction
- Organisation
- Empathy
- Communication
- Critical thinking
- Problem solving

SOFTWARE

- Photoshop
- Illustrator
- Indesign
- Figma
- Spine
- Unity
- Jira
- Confluence
- Airtable
- ...

COURSES

- 2025 - UX/UI for Gaming ELVTR.
- 2016 - Introduction to Unity NAD.
- 2016 - Digital Character Painting SYN studio.
- 2015 - Concept Sculpting in ZBrush SYN studio.

EDUCATION

- 2002 - Qualified CG/Multimedia Grade A pass. École D'Arts Appliqués de la Gironde.
- 1999 - A Level Plastic Arts effective. Lycée Camille Jullian - Bordeaux FR.

PROFESSIONAL SUMMARY

With some 20 cumulated years of experience in digital arts, I have worked in big and small game studios, and explored a variety of disciplines and domains ranging from printed marketing to 3D architectural visualization.

Digital entertainment, and designing satisfying experiences, have always been front and centre to my passions and career orientation.

EMPLOYMENT HISTORY

CREATIVE DIRECTOR - **Pearfiction Studios** - 2021-2023

- **MANAGEMENT** - Managing the Art department comprised of 10 to 12 people, including 2D artists, animators, and sound designers/music composers.
- **ART DIRECTION** - Establishing processes and best practices, guaranteeing feasibility, and providing technical guidance. Helping with Art Direction across multiple simultaneous projects. Storyboarding for in-game transitions and promotional teasers.
- **UX** - Creating wireframes and overseeing the creation of UI assets. Ensuring that appropriate feedback would be delivered to players through animation, VFX, and sound.

SENIOR UI/2D ARTIST - **Gazeus games** - 2019-2021

- **PRODUCTION** - Full revamping of an existing game including concepts for a new art style, UI, and character designs.
- Producing of game assets, animating 2D characters (Spine) and VFX.

SENIOR CONCEPT ARTIST - **Behaviour Interactive** - 2017-2019

- **PRODUCTION** - Creating environment and character concepts. Producing mockups for game pitches.
- **OTHER** - Establishing wireframes and processes. Preparing and integrating assets for mobile and PC games. Working in close collaboration with Game Designers to create meaningful experiences.

SENIOR ARTIST - **Side city** (now Light & Wonder) - 2015-2016

- **PRODUCTION** - Designing highly rendered visuals for land-based and online slot machines, including symbols, characters, backgrounds, UI elements, and logos.

LEAD ARTIST - **Aptitude X** - 2013

- **PRODUCTION** - Concepting characters, environments, and UI, researching and defining art styles, producing and integrating 2D/3D game assets.
- **MANAGEMENT** - Coordinating and estimating the team's time and efforts, establishing production methods.
- **OTHER** - Ideating and pitching game concepts, writing and pitching game designs. Marketing. QA work.

ART DIRECTOR - **Talented Frogs** - 2010-2012

- **PRODUCTION** - Concepting characters, environments, and UI; researching and defining art styles; producing and integrating 2D game assets.
- **MANAGEMENT** - Managing a small team, coordinating and estimating the team's time and efforts, establishing plannings and production methods.
- **OTHER** - Ideating and pitching game concepts; marketing and HR support; mentoring the art team.

ART TEACHER - **École Supérieure d'Arts Appliqués** (Bordeaux, France) - 2009-2010

- **TEACHING** - Establishing art programs over 3 years and levels, teaching stylized/cartoon drawing in traditional and digital techniques, and storyboarding classes.

3D ARTIST - **Arc Center** (Toulouse, France) - 2006-2008

- **PRODUCTION** - Creating images for Architectural Visualization and Real Estate promotion. 3D modeling, texturing, and rendering. Adding 2D elements to 3D renders in a painterly style.
- **OTHER** - Demonstrating software and training clients. Creating marketing assets for print.

DTP OPERATOR - **Les Eurocéanes** (Bordeaux, France) - 2003-2004

- **DESKTOP PUBLISHING** - Creating and publishing printed promotional materials from the ground up.
- Establishing processes and printing pipelines. Illustrating and creating mascots and logos for clients. Capturing and retouching product pictures.