

# METALLO VINCENT

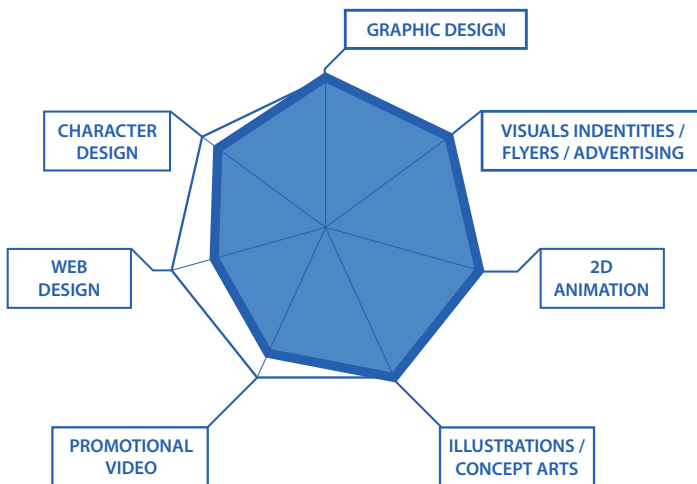
29 years old / Driving Licence+ vehicle

- LOOKING FOR A JOB AS A 2D ARTIST -

HELLO,

MY NAME IS VINCENT METALLO AND I AM LOOKING FOR A JOB AS A 2D ARTIST IN THE FIELD OF VIDEO GAMES. SINCE ALWAYS, VIDEO GAMES AND DRAWING ARE MY PASSIONS AND I WORK EVERY DAY TO PRACTICE AND INCREASE MY VIDEO GAME CULTURE TO MAKE IT MY JOB.

## SKILLS



## SOFTWARES

PHOTOSHOP  
ILLUSTRATOR  
SPINE 2D PROFESSIONNEL  
UNITY  
INDESIGN  
AFTER EFFECT  
MUSE

## LANGUAGES

ENGLISH  
ITALIAN

## HOBBIES



PASSIONATE ABOUT VIDEO GAMES AND NEW TECHNOLOGIES.



I PRACTICE DRAWING AND PAINTING EVERY DAYS



I LIKE TO MOVE AND KEEP FIT BY PRACTICING TEAM AND INDIVIDUAL SPORTS



JE PRATIQUE LA GUITARE ET J'ÉCOUTE ÉNORMÉMENT DE MUSIQUE

## CAREER

Freelance  
Graphic Designer / 2D Artist

201X

Condé Nancy School  
BTEC Graphic Design

2014

Henri Poincaré Nancy School  
BSC Degree second year Informatics

2011

## WORK EXPERIENCE

### Management of a video game studio

2016 - 2018

Global management of the video game "Koloro".  
I'm currently leading a small team of 4 people on the realization of an independent video game, *Koloro*.  
i'm also working on it as graphic designer

### Various missions as Graphic Designer Freelance

Since 2015

2D animations, environment design,  
chara design for the future Point'n click, *Time Out*

Realization of all communication media  
print and web, visual identities and  
promotional video for the studio *Sköll Studio*

Realization of the logotype and business cards  
for the architecture workshop, *Atelier Tandem*

Realization of the visual identity and all the  
advertising posters since 2015 for, the *Mölkky club of Metz*

Graphic design and concept arts for a futur  
video game around the nordic mythology, *Managarm*

Chara design for a futur  
4-players party video game, *BattleBound*

2D animations and environment design for a smartphone  
game in development, *Zombies want to eat your fingers*

2D animations and chara design for a futur  
platformer game, *Lemme tail you a story*

### Internship at Namesti Games

From June 17 to September 14, 2016

During my three months of internship, I've made assets and  
I dealt with press relations and promotion of  
Namesti Games video games on social networks.

## CONTACT :

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