



Edouard Albert

Games & Apps Designer

www.edouardalbert.com

CONTACT



+31 6 52 20 06 94



edouardalbert@gmail.com



nl.linkedin.com/in/edouardalbert



Amsterdam / Paris



edouardalbert.tumblr.com



<http://goo.gl/NbeBRX>



<http://goo.gl/gCP6YE>

BIO

Born in 1976, I grew up with videogames industry. From the first 8 bits machines to the most recent HD screens, my culture is totally impregnated by digital contents. After some studies in graphic arts and a degree I got in 3D computer graphics, **I started my career in 2000**. In my first years I mainly work on licensed games developed for **handled consoles or mobile phones**. I make **character animations, props and environments in pixel art** for companies such as RFX, **Gameloft**, Kaolink and Overload-ed. My role slowly evolves from pure graphic work to **gamedesign and management** duties as I get more experience.

From 2008 to 2012, I am hired by **Playsoft** as **Art Director** where I recruit and lead the artists staff in **4 countries** (France, Poland, Mexico & Vietnam). I am in charge of the visual quality and direction for all the products developed in the game department for big accounts such as: **EA, Namco, Konami, Nickelodeon, Ubisoft, Sega, Parrot, TF1, Canal+, Casterman, Danone, Thalès, Natural Motion, 505 Games, Oasis** etc...

In 2013, I am back to freelancing. I lead the art and creative direction and make the game design on the iOS game **The Mysterious Cities of Gold** developed by Allegorithmic Studio.

SKILLS

Expertise :

Game Design, Level Design, Art & Creative Direction, Storyboard, Documentation, 2D Animation, 3D lowpoly, Pixel Art, Quote, Planning, Management, Recruitment

Genre :

Casual, Advergames, Serious Games, Action, Arcade, Sport, Interactive Books, ...

Languages :

- ▶ French (native)
- ▶ English (fluent)
- ▶ German (basic)
- ▶ Dutch (basic)

Tools :

Microsoft Suit, Adobe Suit, Promotion, 3dsMax, Moqups, Jira, Redmine, Trello, Google Drive

EXPERIENCE

(14 years)

since 2004
Freelance / Consulting
Amsterdam & Paris

Art & Creative Direction / Game & Level Design / Graphism / UX
(iOs, Android, Facebook, web, mobile, consoles)

► clients: Kaolink, Micazook, Mindscape, Allegorithmic, Avantilles, Autour de Minuit, Mediasia Interactive

► titles: ***The Mysterious Cities of Gold, ADI l'entraîneur, Crash Bandicoot Twinsanity, ...***

2008 - 2012
PLAYSOFT
Paris

Art Direction (mobile, iOs, Android, WM, web, Facebook)
AD, User Interface, Artworks, Recruitment, Pre-Sales, Planning, Quoting, Management (internal and external, up to 30 artists).

► clients: EA, Namco, Konami, Nickelodeon, Ubisoft, Sega, Parrot, TF1, Canal+, Casterman, Flammarion, Nathan, Danone, Thalès, ...

► titles: ***Bladelords, Dobble, Les Guignols, Dora, Chamalo, AR-Drone, MasterChef, The Price is right, BackBreaker 2, Crazy Rabbits, Assassin's Creed, Tekken, Mortal Kombat 3, Silent Hill 3, Pac-Man Kart Rally, Metal Gear Acid2, ...***

2004 - 2007
OVERLOADED
Amsterdam

Graphics & Game Design (mobile)
Animations and environments creation for mobile J2me games, made in 2D or 3D. Level Design with inhouse editors.
Game Design & Pitch.

► clients: Endemol, Redbull, Uclick, Adidas, Frisk

► titles: ***Largo Winch, Teenage Mutant Ninja Turtles, Funky Cops, ..***

2002 - 2003
GAMELOFT
Paris

Graphics (mobile)
Animations and environments creation for mobile J2me games.

► titles: ***Splinter Cell, Skate & Slam***

2000 - 2002
RFX Interactive
Paris

Graphics & Level Design (handled console)
Animations and environments creation for Nintendo handled games (Gameboy Color, Gamebody Advance).