

BACKGROUND

2005

Fine art DEUG
(Université Marc
Bloch, Strasbourg)

2008

Creative Patterns :
Internship
(Strasbourg)

june 2009

Draughtsman Diploma
Master degree (École
Émile Cohl, Lyon)

2009-2016

BYOOK
(Valenciennes)

nov 2016-
feb 2017

KTM ADVANCE
(Valenciennes)

may 2018

YS INTERACTIVE
(Valenciennes)

jan 2018
today

FIZZY DISTRIBUTION
(Sars et Rosières)

WORK EXPERIENCE



Fizzy Distribution

• **Graphic artist / illustrator** : Illustrations, packaging, catalogues, products design, visual elements and decoration for shows and fairs. Furniture decoration. Illustrations for social medias and communication.

YS Interactive (freelance)

• «BABA00» : UI design for an educative game app.

KTM Advance

• «Micro ressources» : Animations for an e-learning platform, 2D sprites.

Byook

Graphic charter, storyboard, illustrations, animation and Ui design :

• «The Moaning Words», (iPhone, iPad, web) : Choose your own adventure book taking place into Lovecraft's universe. Graphic coordination and referent illustrator.

• «Tara Duncan» (iPhone, iPad)

• « Little Fear », (iPhone, iPad, Android)

Animations and staging :

• « the Good Drive » (PC, tablets) : animated road signs for an application teaching highway code.

• « Mon chemin », Hatier editions (iPad) interactive book.

• « Dofus, Les vents d'Émeraude » (mobile) : Creation of feedbacks and animations for an app based of a Choose your own adventure book (Ankama).

Illustration :

• « Tara Duncan, les origines », (cinema) Animated illustrations with multiple plans for a 3D projection. Canceled project.

CREATIVE PATTERNS

• Character and clothes design for Zoé Haute Couture (Nintendo DS) 505 Games edition.

• « Monster in a Box » : Character design, modelisation, texturing and animation for a prototype on iPhone.

INFOS/ CONTACT



Born on June 20th, 1985 in Colmar
10A, rue Sadi Carnot, 59310 ORCHIES
(+336) 09 80 44 69
nbbollinger@gmail.com
<http://www.annebollinger.com>

Anne Bollinger



SOFTWARES



Photoshop, Illustrator, Indesign : daily use.
After Effects, Animate : occasional use
Spine 2D, Unity : Self-taught
3DS Max : basic

PERSONAL PROJECTS



• 2009 - today : illustrations and design for publications, textile, cards and concept art ...

• 2018 : « Cthulhu Clicker »: Sprites 2D for a clicker game.

• 2016 : Illustrations for several articles on education.

• 2016 : « Between the Lines »: interactive tale (animations and illustrations).

• 2012 : « My Sister's wedding »: 4 mini games Visual elements and animation.

• 2011 : « Roger the beer Dwarf » : Assets for a game designed during du Ludum Dare.

LANGUAGES



• Français : first language
• Anglais : proficient
• Allemand : basic

HOBBIES



• Drawing : digital and traditional.
• Sport : swimming, running, trail.
• Reading
• Video games

KEY SKILLS



• Illustration
• Storyboard
• Concept art
• Visual development
• Animation
• UI