Anne Bollinger

http://www.annebollinger.com/

Background

2009 to 2016: BYOOK : 2D Artist/animator (Valenciennes, France)
Summer 2008 : CREATIVE PATTERNS : 2D/3D artist internship (Strasbourg, France)
2005 - 2009 : Draughtsman Diploma (Master degree), animation specialization (Ecole Emile Cohl, Lyon, France)
2003 - 2005 : Fine arts DEUG (Marc Bloch University, Strasbourg, France)
2003 : Baccalaureate , fine arts option (St André high school, Colmar, France)

Personal projects

2016 : Sora : 2D game (concept art, animations, backgrounds)
2016 : intro from GMFP youtube channel
2009 - today : Illustrations and designs for textile, cards and concept arts
2012 : «My sister's wedding» : 4 web mini games. Full creation of sprites and animations
2011 : «Roger the beer dwarf» : production of the sprites for a project made during the Ludum Dare
2009 : «Banana Spleen» Art direction, conceptualization and animation for my graduation film
2008 : Promotion intro : texturing, camera mapping, animation for a short 3D movie

Softwares

Mastering : Adobe Photoshop, Illustrator, InDesign
Adavanced : After Effects, 3DSMAX
Basic: Adobe Premiere
Self-taught : Unity, Harmony, Spriter

Key skills

Illustration
Story board
UI
Traditional and digital animation
Concept art, visual development
Team working

Languages

French: first language   **English** : proficient   **German** : basic

Hobbies

Drawing : digital and traditional
Sport : swimming (competition until 2009) , trail running, horse riding
Video games (Pokemon, Monument valley, indie games...)
Reading : fantasy, Agatha Christie, BD (Carthago, Lincoln...)
Childhood devlopment and education (Montessori, Nelsen..)

Work experience

BYOOK :

• April - December 2015 : « **The Good drive** » (PC, tablet) : Animation of several roadsigns for an application teaching highway code.

http://thegooddrive.fr/fr/accueil.html

• April - August 2015 : « **Dofus, les Vents d'Emeraude** » : Feedbacks and animations for an iPad app based on the «choose your adventure» gamebook edited by Ankama.

http://www.dofus.com/fr/mmorpg/actualites/news/445052-roman-dofus-appli-interactive

• 2013 - 2015: «**The Moaning Words**» , (iPhone, iPad, web) : Concept art, illustrations, animation, UI and storyboard for a free to play app taking place in HP Lovecraft's universe. Artist in charge of the graphic coordination to maintain the consistency of the existing style, and to teach intern tools.
Illustrations for the marketing campaign and the website.

http://www.themoaningwords.com/fr/#.Vqit0irhCUk

• September - December 2012 : «**Tara Duncan origins** » (cinema, 4K) : animated illustrations with multiple plans for a 3D projection. Canceled project.

http://www.melty.fr/tara-duncan-origins-3d-a-en-live-a-paris-le-21-septembre-a211207.html

• June - september 2012 : «Mon chemin», Hatier editions (iPad) interactive book based on a a paper book. Staging and animations.

http://www.declickids.fr/mon-chemin-un-tres-joli-livre-application-delicieusement-enrichi-ipad/

• December 2011 - June 2012 : «**Tara Duncan**» (iPhone, iPad) : Concept art, illustrations, animation, UI, storyboard. (original story from the popular series by S. Audoin Mamikonian).

https://itunes.apple.com/fr/app/tara-duncan/id529469410?mt=8

• July - December 2011 : «**Little Fear**» (iPhone,iPad, Androïd) : Concept art, illustrations, animation, spritesheets, UI design and storyboard.

https://itunes.apple.com/fr/app/little-fear/id473274608?mt=8

• 2010 - 2011 : Sherlock Holmes, « the speckled band» (iPhone, iPad, Androïd) : Concept art, illustrations, animation, spritesheets, UI design and storyboard.

https://itunes.apple.com/fr/app/s.holmes/id415504589?mt=8

• December 2009-2010 : Concept art and UI design for B2B apps. Early concepts for a B2C app

CREATIVE PATTERNS :

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

http://www.jeuxvideo.com/jeux/nintendo-ds/00019623-zoe-creatrice-de-mode.htm

• Character design, modelization, texturing and animation for a prototype on iPhone.