



TIMOTHÉ BOUFLET

CONCEPT ARTIST & ILLUSTRATOR

PERSONAL MOTIVATIONS

Approaching any project or challenge with a curious and open mind, I'm really driven by the perspective to work and share with others. That's why my goal is to be a part of a great and friendly team, should it be for large productions or small independent projects.

EDUCATION

CONCEPT ART - C.I.M.E ART SCHOOL

Environment, Interior & Character design, 3D. Improvements in digital painting, working methods and designs & concepts research. **Sept. 2017 - June 2019.** Béziers, France.

PLASTICS ARTS BACHELOR'S DEGREE

Traditionnal art, art theory & history, art installation & scenography, digital design. **Sept 2014 - June 2017.** Bordeaux, France.

HIGH SCHOOL DIPLOMA - ECO & SOCIAL

2014. Talence, France.

HOBBIES & INTERESTS

- Video games, cinema, music & litterature.
- Drawing, gaming, writing & composing.
- Museums, fine arts & contemporary art.
- Climbing, hiking & bikepacking.

QUALITIES

- Diligent
- Invested and Worker
- Curious and passionate
- Creative

EXPERIENCE

FREELANCE ARTIST - VARIOUS

Different commissions for Novelab, Lucid Dreaming & Brunch Animation studio. Montpellier, France. **August 2022 - present.**

CONCEPT ARTIST - NOVELAB

Concept art for VR/AR games & cultural projects. Montpellier, France. **Febr. 2021 - July 2022.**

CONCEPT ARTIST - EVOLUTION EDITION

Communication art, concept art & art direction for a science-fiction boardgame project. Montpellier, France. **June 2019 - January 2021.**

MATTE PAINTER - EDDY PRODUCTION

Matte painting and illustration for marketing. Paris, France. **Ferbruary - april 2019.**

2D ILLUSTRATION INTERNSHIP - 2DHD

2D Backgrounds & layouts for the movies Yakari, Petit Vampire and fo the Kid Lucky tv show. Béziers, France. **June - september 2018.**

SKILLS

PHOTOSHOP

Proficiency.

FRENCH - ENGLISH

Read, written and spoken.

MAYA - 3DSMAX | UE4 | ZBRUSH

Good 3D modeling & rendering basics.

PREMIERE PRO | INDESIGN | ABLETON

Good Basics.