

Florian Decupper

UI Artist

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LANGUAGES

English: Fluent
TOEIC 940/990

French: Native

Spanish: Intermediate

SOFTWARE

Video game engines:
Unity 3D, Unreal Engine,
Construct, Game Maker

Graphic design:
Photoshop, Illustrator,
Flash, InDesign, Adobe
XD, Spine, Aseprite

3D software:
Cinema 4D, Maya, 3DS
Max, Blender

Video editing:
Premiere, Final Cut Pro,
After Effects

Managing, organizing:
Office Suite, Google
Suite, Trello, JIRA,
Perforce.

SKILLS

Graphic design, UI/UX
design, 2D animation,
illustration, 3D
modelling, print design.

Visual scripting, game
design, programming,
game creation.

Communication,
Agile/Scrum project
management, planning
creation.

HOBBIES

Travelling, video game
creation, music
composition, illustration.

WORK EXPERIENCE

DR Studios
2018-2019
UK

UI Artist, UX/UI Designer, freelance

Fulltime freelance work on an unannounced Unreal Engine game. UI art direction, creation, animation and integration. UX design. Visual scripting. Managing and planning the UI through Agile methodology.

De Vinci University
2016-2018
Paris

Art and Video Game Creation professor

Teaching students from Year 1 to Year 5 various 2D art & animation techniques and workflows, and game creation from a design and technical point of view.

Freelance
2016-2017
Paris

2D Artist, UI artist & integrator

Doing different missions as a freelance,: UI art, animation, and integration on engines, UX design, motion design.

Ubisoft
2015-2016
Paris

UI Artist

Working on Tom Clancy's Ghost Recon Wildlands. I worked on the art direction, assets creation, animation, and integration, and did additional VFX.

Ubisoft
2013
Paris

UI Artist intern

Working on Tom Clancy's Ghost Recon Wildlands. In the beginning of pre-production, I mostly worked on art direction, and the game's companion app.

Cocotte, Manganelli
2010-2011
Lille

Graphic Designer & Web Developer Internships

Designing various print items: posters, flyers, magazines, and catalogues. Designing and developing websites.

EDUCATION

De Vinci University
2013-2015
Paris

Master's Degree in Video Game & Management

In this Master, I learnt about game design, art, and programming, UI and UX applied to games, and management & producing in the video game industry.

HETIC
2012-2013
Paris

Bachelor of Web Design and Management

During this highly technical year, I learnt a lot about User Interface, User Experience, digital communication, and creating compelling multimedia experiences.

Lille 3 University
2011-2012
Lille

Bachelor of Arts in Cinematography

My year studying cinematography helped me being analytic, and I learnt about visual art, directing, art History, and color theory.

Institute of Technology
2009-2011
Lens

Multimedia & Communication Technical Degree

2-years diploma in which I learnt about graphic design, UI and UX, programming, 3D modelling, and video editing.