



Etienne BADIA

ART DIRECTOR

etienne@live.fr @
 etiennebadia.com
 +33 7 71 07 15 24
 French, born in 1988

EXPERIENCE



STUDIO ART DIRECTOR

Old Skull Games

2013 - present

- Responsible for all games **art direction** and **branding**.
- **Leading, mentoring** and **managing** the art team.
- **Hands on production** of concept art, environments, user interface, storyboards, animatics, style guides, ...
- Production of **marketing/submission assets** such as logos, icons, trailers, screenshots, key-arts, ...



- **Cinematics** direction and production, editing, compositing, rendering.
- **Outsourcing** art management.
- **2 to 3 simultaneous** projects in development.
- **Very agile and iterative** development.



MASTERCLASS INSTRUCTOR

L'IDEM / L'IDEM BCN

2014 - present

- Workshops on the topic of **Game Art in Unity**.
 - PBR texturing, materials.
 - Particle systems.
 - Baked vs. Realtime lighting, GI, ...
 - Terrain generation and texturing.
 - Level design, level art.
 - Post-processing, camera effects.
- **20+ awesome students** per class.
- Course in **english**.



3D ENVIRONMENT ARTIST

FRIMA

2011 - 2013

- **Level art** of entire 3D levels.
- **Terrain** modeling, and texturing.
- **Environment assets** modeling, UV + LODs.
- Normal map and occlusion map generation.
- **Concept art** for environments and characters.
- **Fast prototyping** agile team.



2D/3D ARTIST

Wendigo Studios

2010 - 2011

- **Modeling, texturing** of 3D assets/characters.
- **Illustrations, marketing art**.
- **Concept art** for character and environments.
- **Storyboards/Animatics** for 2D cinematics.



2D/3D ARTIST (intern)

Cyrus Prod

2009

- **Character animations**.
- **Modeling, texturing** of 3D assets/characters.



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SKILLS



ART TOOLS

I'm an expert:



Photoshop



Unity



After Effects



Premiere



3DS Max

I can work with:



Animate (Flash)



Illustrator



Maya



MANAGEMENT

Leading by example

Empowering teammates

Mentoring, coaching

Planning, estimations

Strong communication skills

Used to Scrum methodology

Knowledgeable of F2P market and related KPI



ARTS

ART DIRECTION

Style guides, moodboards, AD documents.
Art reviews, critique, feedbacks.

ART PRODUCTION

3D modeling/texturing, PBR or classic.
Illustration, sketching, concept art.
2D/3D animation (a bit rusty).

ART FUNDAMENTALS

Perspective, color, lighting, storytelling.

BRANDING/MARKETING

Logos, trailers, banners, keyarts, icons.

CINEMATICS DIRECTION/PRODUCTION

Storyboard, animatic, compositing, editing.

USER INTERFACE

UI design, flowcharts, VFX.



LANGUAGES

French
Native.

English
Fluent, funny accent!

Spanish
I can hold a conversation.
Funny accent too!

ART EDUCATION



3

YEARS PROGRAM



JURY'S SPECIAL MENTION

INTERNATIONAL BACHELOR IN 2D-3D ANIMATION & DIGITAL DESIGN

L'IDEM

2007 to 2010

FIELDS:

Modeling, Texturing, Lighting, Rigging, Animation,
Drawing, Digital painting, Compositing, Storyboarding,
Storytelling, Cinema history, Art history

HOBBIES



Casual Gaming

Landscape Photography

Cinema, Netflix

Traveling

History, natural sciences

Sci-Fi/Fantasy Literature

Physics, astrophysics

Cooking

Geocaching

New Tech