

# Samuel Beauquin

## 3D Game Artist

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Aug 5, 1993 (24)

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ethericpixel.com

Inspired, versatile, meticulous. Creating worlds through games and stories, or simply through shapes and colors is what I have always been devoted to. Inspired by Art, Science, Nature and people, I do not hesitate to look in all directions.



## SOFTWARE



## WORK EXPERIENCE

Spring 2016

2D/3D Game Art internship - Crown5 studio (France)

Creation of assets for an indie poker game

2015-2016

Volunteer Graphic designer - web platform Ucrowd (France)

Summer 2015

Loan Management job in a media library - Total S.A. Pau (France)

Summer 2014

Graphic Design internship - Marotte & Cie (France)

Packaging and communication

## EDUCATION

2016 - Now

Eligible for a Bachelor Degree in Game Art  
Haute École Albert Jacquard, Namur (Belgium)

2015 - 2016

Licence Pro (Bachelor degree level) in Computer Graphics  
École Supérieure d'Audiovisuel, Castres (France)

2012 - 2015

English Level 5 Diploma in Visual Arts & Sculpture  
Emerson College, Forest Row (United Kingdom)

2012

French National High School Diploma in Sciences  
Lycée Jacques Monod, Lescar (France)

French: mother tongue

English: fluent (C1)

Spanish: interm. (B1)

Driving license ✓

