



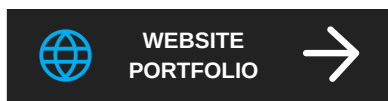
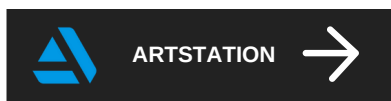
LISE MARIN

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FREELANCE ILLUSTRATOR AND CONCEPT ARTIST - CONVENTION SELLER

I'm a mid illustrator and junior character designer and offer my services as freelancer or employee for 4 years now. I do concept art (character, creature, environment, props) and commercial illustrations like splash art and graphic DA.

I'm available and interested to work with you for a long-term to short term contract. Your previous projects made me wonder if my work could resonate with yours. Here's my portfolio, and I would be pleased to discuss about your ideas if it turns out that we could collaborate, and if not, I'm always open to receive advices and reviews based on my actual work.



SKILLS

- **Illustrations**, commercial, graphic et editorial
- Stylized and semi-realistic **concept art** (**character, environment, props** design)
- **Matte painting, storyboard, layout, color key/script**
- **Artistic direction** and **visual development**
- **English** and **French** **professionnal** communication
- **3D** versatility (**modeling, texturing, sculpting**)

PROFESSIONAL EXPERIENCES

FREELANCE ILLUSTRATOR - CONCEPT ARTIST

October 2019 - Present

customers : Dreamplots, Chesstyle - Québec, Irvine

- Development and direction of visual projects for clients, studios and brands. Illustrative solutions and development, mood-boarding and pre-production, for **publishing, animation** and **entertainment**. (*Video games, board games, escape games, kickstarter, conventions*)
- **Creativity** : Ability to conceptualize original ideas and express them clearly and visually.
- **Technical versatility and software suite**
 - - Office suite: [Word](#), [Excel](#), [PowerPoint](#)
 - - Adobe suite: [Photoshop](#), [Lightroom](#), [After effect](#), [InDesign](#), [Illustrator](#).
- **Reactivity and communication** : Understanding and interpreting customer needs and communicating effectively with them. [Project follow-up](#).
- **Autonomy and responsibility** : Ability to work and manage a [daily organization](#) and assignments within given deadlines.
- **Rigor and artistic direction** : Strong and [justifiable](#) taste in [composition](#), [framing](#), [AD](#), [color](#) and [brand identity](#).
- **Collaboration and improvement**: Ability to integrate customer feedback to improve work. Dealing with different points of view and directions, finding [solutions and compromises](#).
- **Financial management**: Understanding of the financial aspects of freelance work, such as pricing and invoicing.

CHARACTER DESIGNER - INTERN

January - March 2024

Dream plots, Québec - Canada

Creation of characters for the kickstarter project. Proposals and visual solutions to role-playing expectations.

- **Adaptability** : Delayed communication due to different time zones, coordination of schedules to organize videoconferences.
- **Curiosity and out sourcing** : Ability to conduct in-depth, independent research on a variety of subjects, such as cultures, historical costumes, mythological creatures, etc., to [enrich](#) character design and add [depth](#) to the game world.
- **Confidentiality management** : Commitment to respecting the [confidentiality](#) of projects under development and not divulging sensitive information or intellectual property belonging to the studio.
- **Linguistic exchanges**: Effective English-speaking communication with people from different cultures and in multilingual environments. Experience in facilitating foreign language learning and adapting language to meet the specific needs of interlocutors.

SELLER ARTIST CONVENTION EXHIBITOR

November 2023
Art to Play, Nantes - France

Exhibition and sale of printed and artistic products. Artist and booth saleswoman, animating and taking care of sales and orders. Presentation and explanation of artistic production.

- **Pedagogy and popularization:** Raising customer awareness of the creative process of illustration and concept art. Deconstruct and explain the production of an illustration and its purpose / interest.
- **Transaction management :** Mastery of payment systems, cash handling and cash register / POS management. Keep accurate sales and inventory records.
- **Networking :** Ability to establish and maintain relationships with other artists, customers and industry professionals. Physically and vitally promote business in anticipation of opportunities, future collaborations and additional sales.
- **Technical skills :** Liaising with printers. Ordering print orders and creating print-specific layouts. Production and follow-up of orders for exhibition tarpaulins, flyers, fine art prints, business cards. (Colorimetric profile parameters, paper and communication support rendering.)

EDUCATION

LICENSE 2D - ANIMATION, ILLUSTRATION

September - December 2023
Level Sup, Nantes

- Direct admission to Cycle 3
- Specialization in 2D - Cycle 3 - Animation Illustration
- Additional training in 3D modeling, graphic design, video editing and post-production processing.

LICENSE 3D GAME ART - MODELING, ANIMATION / GAME DESIGN

2022 - 2023
Brassart, Nantes

- Direct admission to 2nd year
- Apprenticeships in 3D modeling / animation / rigging / architectural visualization / sculpting
- Complementary training: Video game engine integration, compositing, art direction and brand identity

B.A. IN GEOPOLITICS / ECONOMICS AND SOCIAL SCIENCES

2019 - 2022
Lycée St-Joseph du Loquidy

- Baccalauréat general stream
- Mention " Bien - graduated with honours

LANGAGES

- English - Professional
- French - Native

DOCUMENTS

- TOEIC (*Test of English for International Com*)
- Voltaire Certificate

HOBBIES / INTERESTS

- Cinema
- Botany
- Artistic ice skating
- Video game, TCG
- Art and History (+ archeology)
- Fashion and Luxury

