



Lise MARIN



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VISUAL DEVELOPEMENT STUDENT

ABOUT ME

I am a junior concept artist, providing visual development for professionals. My work tends to meet the client's expectations and push them as far as possible beyond my boundaries.

EDUCATION

BRASSART NANTES - GAME ART

2022 - Now

- I started this formation directly with the 2nd years, skipping the preparatory year, due to art qualities that I've already developed before applying to this school. There was a gap between my classmates concerning 3D skills that I had to fill as soon as possible. This difference wasn't that difficult to reduce, and I discovered 3D softwares with which I spend a lot more hours than usual (3ds Max / Blender). This formation gave me a technical bagage with 3D modelisation, animation, visualization tools that increased my art process and efficiency in 2D developement as well.

HIGH SCHOOL : ST-JOSEPH DU LOQUIDY

2016 - 2022

- I dedicated many hours during my high school years since I owned my first graphic tablet in 2016. It's been a curiosity journey where I found my first clients on social media. Those customers were great opportunities to develop my english skills and communication. Theses first professional interactions allowed me to consider an art career in the future and motivated me even more.
- Baccalauréat general : "Good" mention (-> graduated with honours)

SKILLS

- Digital Painting
- Character design
- Lighting 2D/3D
- Concept Art
- Commercial art/ Illustration (Splash art, cover)
- Modelisation/Texturing (Blender, 3DS Max)

LANGUAGES

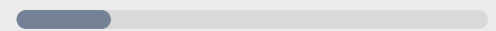
English



French



Spanish



INTEREST



Digital Art



Video games



Fashion