

Yannis Piette

Environment Illustrator

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26/04/1995 - B Driving license

<http://yannispiette.wix.com/portfolio>

ABILITIES

Mastery

SOFTWARES

— Photoshop

— Unity

LANGUAGES

— English

Knowledge

— Illustrator

— After Effect

— Flash

— Visual Studio C#

— 3DS Max

— German

EXPERIENCES

- 2D Artist- Strip Messenger 2016
Internship, backgrounds design, clothes and characters' props
- Global Game Jam 2016-2018
Environments artist, "Héritier Sauvage" project
Environments artist, "BrutalCore" project
- Summercamp Youth Worker – Telligo 2013-2018
Coaching young people (11-17 years old)
Drawing and creating games on GameMaker classes

FORMATIONS

- 2D Video Game Artist – LISAA 2013-2016
Learning the game-specific design techniques.
Master the development tools and last technologies of the industry
Projects : Madrunner (8 months), environments design and production
Kunlun (5 months), environments design and production, project lead, programming
- Bac ES – Sainte Croix in Neuilly-sur-Seine high school 2013
Mention Assez Bien
- BAFA – UFCV 2013

EXTRAPROFESSIONAL ACTIVITIES

Video Games

Dark Souls, Shootmania

The Binding of Isaac

Smash Melee, Skyrim

Games creation

Alone or in a group

Gamejams, Meet-ups

Board games

Hanabi, Jungle Speed

Dominion, Chess 2

Parkour

Motion art

Books

La Horde du Contrevent

Foundation

The name of the Wind

Music

Folk metal , Alternative rock

Minimalist electronic

Trips

USA, Germany, Brasil

United Kingdom

Rubik's Cube

Juggling, Yoyo