

Typhaine Uro

2D & 3D Artist and Game developer

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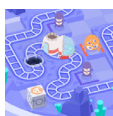
Experience

- 2016** Collaboration as a freelance artist on the game **Cosmic Express** with **Alan Hazelden** and **Benjamin Davis**
 - Worked remotely and with different timezones (Montréal <-> UK, France) to adapt a PuzzleScript prototype into a 3D game
 - Worked on art direction, concept art, mockups, 3D art, animations, shaders, FX, and UI
- 2015** Participation in **Headstart**, a 1 week event in Antwerp with talks and workshops by indie game developers for young game developers
- 2015** 2 month **internship** with **Tourmaline** on the game **Oniri Islands**
 - Worked remotely and as sole game artist for the whole internship
 - Worked on polishing and optimization of 3D assets, shaders, animation, textures, FX and concept art
- 2015** Officially joined the French gamedev collective **Klondike** (participation in game jams, talks and festivals such as **Screenshake** and **A.MAZE**)
- 2014** 2 month **internship** at the **Cité des sciences et de l'Industrie** (Paris)
 - Developed a small mobile game prototype for the Cité des Enfants, to make children discover the different arthropod classes by creating their own little creature
 - Worked alone on both game design, game art (3D models, textures, user interface) and code (C# on Unity)

Diplomas

- 2011-2016** Master's degree in **Management & Game Art** at Supinfogame (Valenciennes, France)
- 2013** BAFA, french certificate for **activity and camp leaders**
- 2011** Bac STI Arts Appliqués, french equivalent for A levels, specialized in **applied arts**

Notable projects



Cosmic Express (2016)

Showcased by Google at PAX West 2016 in Seattle

Game collaboration with **Alan Hazelden** and **Benjamin Davis**
Worked on art direction, concept art, 3D art, animation, FX and UI



Quur (2015-2016)

Graduation game project in a team with 6 other students
Worked on shaders and visual FX, character design, UI, FX animation, animated elements in the trailer, website, some environment design



Ferdinand Laboite (2015)

Showcased in 2015 at Alt. Ctrl GDC in San Francisco and A.MAZE Berlin
Game made with a **custom box controller** at **Zoo Machines 2014**
Worked on the character 3D model, some shaders, some voice acting



Jams and personal projects (since 2011)

I've been regularly taking part in game jams, as well as working on personal projects in my free time.

More, Geheim, Your Darkest Thoughts, Tamagesit, Gossips At the Court, Strawberry Jam, ///SIGMA///, Chewpi.net, Guéridon, Necronomicon, etc.

Worked mostly as an **artist** (artistic direction, 3D & 2D assets, animation, visual FX...) but also on **game design** and on some **code** (C# in Unity)

Skills

Key Skills

- Defining an interesting **visual identity**, creating **mockups**
- **3D modeling, texturing**, and a bit of **rigging, skinning and animating**
- **Implementation** in Unity, **shaders** with Shader Forge, **visual FX**
- **2D assets** and very **basic 2D animation**
- **Video editing** and **compositing** for trailers or fake mockups



Additional Skills

- **Scripting in C#** (self-taught, made a few games by myself)
- Some knowledge in **HTML and CSS** (made my own portfolio)
- Experience in **team management** (4 to 10 people)
- Will to present the **most efficient and polished** work possible
- Ability to **quickly react and adapt** in critical, unexpected situations with a lot of pressure

Languages

French (native), English (fluent), German (conversational)

Interests

Work as an **activity leader** in **Telligo summer camps** (organizing **fun activities and games**, working closely with a **team** night and day for 2 weeks, and **teaching children** how to make games)

- **Games** as an artistic and **expressive medium** (to share **personal experiences**, to say something to people)
- Huge passion for **History and Art** (mostly **archaeology, expressionism, outsider art**, and other various **painting movements**)
- Great curiosity towards **foreign cultures and folklore** (recently **Mongolia, Australian Aboriginal art**, Christmas traditions in **Northern and Eastern Europe**)
- Avid interest in the **horror genre** (both literature, movies, and videogames)
- **DIY and crafty projects** (jewellery, sewing plushies, redecorating)
- **Contemplative games, not games**, and **interactive experiences** and experiments
- French **educational games** from the late 90's (Forestia, 'Les Aventures de l'Oncle Ernest' series)
- **Cute "kids" games** (like dressup games and virtual toys), **physical games, outdoor games**, very simple **board games**, and anything related to **playfulness**
- Other **weird stuff** (glitch art, kitsch objects, occult stories, potatoes, snakes, magical girls, etc.)