

CURRICULUM VITAE



FIRST NAME Sandrine
LAST NAME Pilloud
TITLE Graphic Designer & Illustrator
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DATE OF BIRTH February 20th 1989
LANGUAGES French, native
English, fluent

WORK EXPERIENCE:

- 2017**
Oct-present
Hybride Design / Lausanne, Switzerland
Graphic Designer-Illustrator / www.hybride.design
- 2016**
Sept-present
Ceruleum / Lausanne, Switzerland
Instructor / www.ceruleum.ch
- Digital painting and photoshop course for the Bachelor in illustration program
- 2016**
Jan-Apr
Sept
Nov
Sunnyside Games / Lausanne, Switzerland
Concept and Texture Artist for Anshar Wars 2, an Oculus Rift and Gear VR game / www.sunnysidegames.ch
- painted over 3D models to design the mood, colors and textures of the game (concept)
 - hand painted tile and UV type textures (spaceships, sand, rocks, snow, ice etc)
 - designed tile placing on landscape UVs using RGBA mask method
 - participated to meetings with the rest of the team to discuss design decisions and plannings
- 2014-2015**
Aug-Aug
Imago Tori / Lausanne, Switzerland
Graphic Designer / www.imagotori.com
- same responsibilities as previous experience at Imago Tori (see below)
 - +
 - designed mobile apps
 - created illustrations and posters
- 2014**
Août-Déc
Hybride Studio / Lausanne, Suisse
Graphic Designer-Illustrator
- created storyboards for commercials
 - designed packagings, logos, displays and brochures
 - photo retouching
 - product design presentation sketches
- 2010-2011**
Aug-Dec
Imago Tori / Vevey, Switzerland
Graphic Designer / www.imagotori.com
- designed packagings, logos, displays, brochures and websites for brands such as Nescafé, Henniez (Nestlé), Incarom and La Laiterie Moderne
 - worked on display concepts and advertising material for watch brands
 - participated in the meetings
 - created concepts and designs
 - followed and managed projects throughout the entire process
 - met with clients
- 2008**
Sept-Dec
Details / Vevey, Switzerland
internship as a Graphic and Web Designer / www.details.ch
- designed websites, icons, flyers and brochures
- 2007-2008**
Aug-Feb
WnG Solutions / Lausanne, Switzerland
Internship as a Graphic and Web Designer / www.wng.ch
- designed websites, flyers and brochures
 - recorded and edited videos

EDUCATION:

2014-2015 June-Sept	Univeristy of Hertfordshire / Remotely Bachelor's Degree in Illustration (part-time online program)
2012-2014 Jan-June	Gnomon School of Visual Effects / Hollywood, USA Concept Design Academy / Pasadena, USA Red Engine / Los Angeles, USA 3 Kicks Art Studio / Pasadena, USA LA Academy of Figurative Art / Van Nuys, USA <ul style="list-style-type: none">• Environment, Creature and Character design• Foundations (Figure Drawing, Figure Painting, Landscape Painting and Sculpture)• 3D (Maya and Zbrush)• Matte painting
2008-2011 Nov 09	Chantal Moret's school / Switzerland and Tuscany, Italy. Fine Art mentorship <ul style="list-style-type: none">• Exhibition at the Montreux Art Gallery
2010 March	Art Students League of New York / New York, USA Weekly Figure Drawing courses
2009-2010 Sept-March	Kaplan Aspect / San Francisco, USA Intensive Academic Semester - English Courses
2004-2009 Aug-June	ERACOM - School of Visual Communication and Art / Lausanne, Switzerland Federal Certificate of Capacity (CFC) for Multimedia Designer (post-secondary education)
1998-2005	Veronique Frossard's school / Oron, Switzerland Fine Art mentorship

PROFESSIONAL SKILLS:

- Graphic Design
- Illustration
- Storyboard
- Concept Art with an emphasis on Environments
- Texture
- 3D

PERSONAL SKILLS:

- Creative
- Able to work individually or in a team
- Invested
- Able to work under artistic and technical constraints
- Attention to detail
- Focused
- Adaptable to new situations
- Easy to communicate with
- Open-minded
- Organized