

CURRICULUM VITAE



FIRST NAME Sandrine
LAST NAME Pilloud
TITLE Illustrator, Concept Artist & Graphic Designer
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MOBILE 079 735 10 11
DATE OF BIRTH February 20th 1989
LANGUAGES French, native
English, fluent

WORK EXPERIENCE:

- 2016**
Oct-present
Freelance / Lausanne, Switzerland
Illustrator, Concept Artist, Game Artist, Graphic Designer / barbo.ch
- 2017**
Oct-present
Hybride Design / Lausanne, Switzerland
Graphic Designer-Illustrator / hybride.design
- 2016-2019**
Sept-Dec
Ceruleum / Lausanne, Switzerland
Instructor / 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 / 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
- 2016**
Jul-Aug
Kony Bubble Tea / Lausanne, Suisse
Service employee
- 2014-2015**
Aug-Aug
Imago Tori / Lausanne, Switzerland
Graphic Designer / 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 / hybride-studio.com
- 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 / 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 / details.ch

- designed websites, icons, flyers and brochures

2007-2008
Aug-Feb

WnG Solutions / Lausanne, Switzerland
Internship as a Graphic and Web Designer / 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

- 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 Toscany, Italy.
Fine Art mentorship

- 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:

- Illustration
- Concept Art with an emphasis on Environments
- Game Art
- Graphic Design
- Storyboard
- Texture
- Photography

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

