

Joanna Pisani

Freelance illustrator
infographist

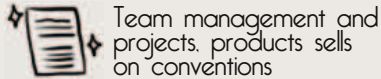


11th February 1991

Addresses

Mail : getsujp@gmail.com
Portfolio : www.getsu.org

Personal projects



Professional skills

Illustration and charadesign

Drawing ●●●●● Model sheets ●●●●●
Photoshop ●●●●● Illustrator ●●●●●
Very good knowledge about the pre-production setting
in videogames and animated cinema.

Adobe suite

Indesign ●●●●● Flash ●●●●●
After Effect ●●●●●

3D

3ds Max ●●●●● Texturing ●●●●●
Mudbox ●●●●● Animation ●●●●●

Language

French (mothertongue) English (mid-level)

Others

Team management Project manager
Writing scenario Gamedesign

Work experience

2015 : Teaching basics of Photoshop at Ecole des Ponts ParisTech (France, 77)

Introduction to Photoshop Tools: vectors, masks, retouch image options, adjustment, and introduction to drawing the human body.

2014-2015 : Animator at Edouard Herriot (France, 93)

Introduction to Teaching Drawing for Students, involving creation of illustrations and proportions for human and animal characters.

2013-Current : Freelance missions

Projects involving illustrations and graphics dedicated to businesses and individuals.

2012-2013 : Trainee graphic 2D/3D designer at Kazumédia (France, 92) for the game The It Girl

Created assets involving clothing, accessories for male and female bases. Human and animal character design and 2D and 3D elements for the game library.

Education and certification

2009-2012 : Formation at ITECOM Art Design in Gamedesign (France, 75)

→ Certified with the diploma of applied arts and multimedia with honors.

2009 : Literary baccalaureate (France, 93).

