

MARIE LHUISSIER

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Spoorlaan 245
5038CB Tilburg

EDUCATION

University	University of the Arts Utrecht (HKU) Game Art & Design	2013 - 2018
High School	R.S.G. Pantarijn HAVO, Nature & Health (NG)	2008 - 2013

HONORS AND AWARDS

Nominated for the HKU Award	2018
My graduation project 'Anamnesis: A Journey Through Grief' was nominated for the yearly HKU Innovation Award.	

EXPERIENCES

Media.Monks, May 2019 - Present
Asset designer and secondary art director on international NDA project.

Freelance, 2013 - Present
Freelance illustrator accepting occasional commissions.

Imagine: Art - Books - Design - Coffee, November 2017 – May 2019
Waitress, cashier and shop assistant. Social media manager.

BUAS (formerly NHTV), February 2017 - March 2017
Game artist on project 'Go Rio!' commissioned by Zeelandia.

Burgers' Zoo, September 2016 - December 2016
Game artist and designer on commissioned school project 'Burgers' Zoo Snapshot'.

ProRail, February 2016 - July 2016
Project manager and game artist on commissioned school project 'Tijdspoor'.

Internship Firebrush Studios, September 2015 - January 2016
Lead game artist on project 'Money Maker Deluxe'.

Internship Witchworld, September 2015 - September 2015
Game artist and illustrator.

Colors World Food, July 2015 - August 2015
Dishwasher and culinary assistant.

Colombus Koffie, Thee & Kookwinkel, November 2012 - September 2013
Waitress, cashier and shop assistant.

LANGUAGES

French: Native Language

English: Fluent

Dutch: Fluent

SKILLS

Illustration
Photo editing / retouching / manipulation
Graphic design
Concept art
UI design
UX design
Visual storytelling
Target audience research
Playtesting
2D animation (basic)
Video editing (basic)

SOFTWARE

Adobe Photoshop
Adobe Illustrator
Adobe InDesign
Adobe After Effects
Sony Vegas
Spine
PaintTool SAI
Unity
Audacity
Microsoft Office Suite

Asana / Trello

I have basic knowledge of 3D rendering software such as Blender and Maya, but I have not recently had the opportunity to use it.