

PIOR OBERSON

I am a character artist doing concept art, digital sculpts and fashion design.

Nationality : French
DoB : July 19th 1981
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OBJECTIVES

To work on original and challenging creative projects ; to share my passion and skills with others.

WORK

2014 to present day - Freelance graphic artist.

Clients include Blizzard Entertainment, Google, Manticore Games.
Self-owned content creation of character designs for online marketplaces (Unity, Unreal FAB).
User-generated content accepted and sold in Dota2, Warframe, Chivalry Medieval Warfare.

2014 - Featured in the collective art book **SUBSTRATA : Open World Dark Fantasy**

2014 - Featured in **3DCreative #112** "Mastering Stylized Character Design"

Nov 2007 to Sept 2013 - Blizzard Entertainment - Irvine, CA.

Character concept artist on the *Titan* MMO project (later became *Overwatch*).
Senior 3D Character artist on the *Titan* MMO project (later became *Overwatch*).
Additional art for *WoW : Wrath of the Lich King* and *Diablo III : Reaper of Souls*.
Cinematic Artist within the Blizzard Film Department for costume and prop design.

Feb 2007 to Nov 2007 - F4 Group - Paris, France.

Character artist on *Empire Of Sports* and *Exalight*.
I modeled, textured and prototyped character assets in anime and semi-realistic style.

Nov 2005 to Nov 2006 - Khaeon Games BV - The Hague, The Netherlands.

Character artist on the MMORPG *The Chronicles of Spellborn*.
My job was to concept, model and texture characters and props.
Also included the training of another artist in the areas of modeling and texturing.

Aug 2000 - First Evolution - Orléans, France

Design and realisation of a showcase booth for the World Bike Exhibit in Paris, France.
Painted murals and CG imagery.

EDUCATION

2011 - Imaginerick Creature and Character Design Studio - Santa Ana, CA.

Life-size mask sculpting, molding and casting ; character maquette sculpting - 25 hours.

2008 - Jordu Schell Sculpture Studio - Chatsworth, CA.

Creature and character design class - 25 hours.

2002 to 2005 - Haute Ecole des Arts du Rhin - Strasbourg, France.

Life drawing evening classes.

2001 to 2005 - ENSAIS 'INSAS' National School of Arts and Industry - Strasbourg, France.

Architecture degree. Including exchange at the University of Bath, UK.

1999 to 2001 - Dessaignes School - Blois, France.

Mathematics, physics and engineering science.

1998 to 1999 - Pothier School - Orléans, France.

Scientific Bacculaureate.

SKILLS

Freehand sketching for character design, prop design and fashion design, illustration.
Fashion croquis, digital sculpting and 3D modeling, pattern prototyping on the dress form.
Written and spoken French (native) and English (fluent). TOEIC Gold

