

Kevin Péclet

Illustrator | Multimedia Designer | Concept Artist

BASIC INFORMATION

Chemin des Baumettes 22
CH-1008 Prilly, Switzerland

+4178 648 22 24
+4121 625 73 83

Serious, makes sure to deliver on time and is passionate about work, with experience in multimedia and graphic design. Professional skill level in illustration, texturing and 3D modelling, as well as being capable in webdesign, movie and sound editing.

Speaks and writes in french and english fluently

PROFILE

Game related work

Memories (*Global Game Jam, 2013, Artist*)

Participated in the 2013 Global Gam Jam as an artist, part of team. Created background, UI elements and sprites animations

Emissary (*Master's Project, EPAC, 2012-2013, Lead 2D/3D artist*)

Researched and created concepts as well as 2d and 3d assets for a full test level as part of EPAC's Game Art master's project. A playable demo is to be launched on fall of 2013

Internships & professional work

B+G Communications, Montreux (*2009, 5 months internship, Junior Graphic Designer*)

Worked on several ads and designs for B+G's clients

UsefulWeb, EPFL (*2010-11, 5 months internship, Graphic & web designer*)

Lead artist for several websites designs for UsefulWeb's clients (Made in Local, Ecocloud, etc...)

Service de la Faune & de la Forêt, Canton de Vaud, Switzerland (*2011, freelance work, Illustrator*)

Created several illustrations for the Canton to accompany a regional ecology program.

Swiss army (*2013, mandatory swiss army draft, Soldat du renseignement*)

Recruited as part of the mandatory swiss army draft.

Education

CEPV (centre professionnel d'enseignement, Vevey),

Starter classes in graphic design and photography (2004-2005)

ERACOM (École Romande d'Art et de Communication, Lausanne),

Student in Multimedia Design (2005-2011)

CERULEUM (Illustration and animation private school, Lausanne),

Illustration and Anatomy Workshops (2007)

EPAC (École Professionnelle des Arts Contemporains, Saxon)

Student in Game Art (2011-2013)