

MARIE LHUISSIER

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De Hoef 59
6708DD Wageningen

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 to potentially win the HKU Innovation Award.	

EXPERIENCES

Freelance, 2013 - Present
Freelance illustrator for small companies and individuals.

NHTV, February 2017 - March 2017
Game artist and graphic designer on project 'Go Rio!' for company Zeelandia.

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

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

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

Internship Witchworld, September 2015 - September 2015
Illustrator of merch.

Various part-time jobs, 2012 - 2015
Dishwasher, culinary assistant, waitress, cashier etc.

LANGUAGES

French: Native Language

English: Fluent

Dutch: Fluent

SKILLS

Illustration

Graphic Design

Character design

Environment design

Prop design

UI design

Texturing (basic)

2D animation (basic)

Game(play) design

Storytelling

World building

SOFTWARE

Photoshop

Illustrator

PaintTool SAI

After Effects

Unity

Sony Vegas

Audacity

Maya (basic)

Spine

Microsoft Office Suite