



Paul MEYER

Marketing Video Artist

Contact

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(can move if required)

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LinkedIn [in/paul-meyer-pro](https://www.linkedin.com/in/paul-meyer-pro)

Portfolio endormax.artstation.com

Skills

Audiovisual	Project Management
Graphic Design	Asset Integration
Communication	Game Development

Softwares



Adobe Suite



Languages

French Native **English** Fluent

Hobbies

Passion for **History** and **Science Fiction**

Creation as a mean of expression

Life driven by **Music**

Taste for **Indie Games**

Experiences

- 2021
6 months

Marketing Artist
// Internship - **Addict Mobile**
Graphic & motion design for mobile user acquisition campaigns for games & apps
*Various clients, including **Mattel**, **Supercell** & **Intermarché***
- 2020
4 months

Lead & Marketing Video Artist
// School Project - **Godmorgon**
Art direction for a 3D deck building game
Asset integration on Unity
Trailer editing for the 4 games from the class of 2021
Management of 3 game artists
- 2019
4 months

Lead & Marketing Video Artist
// Mentored School Project - Proof of Concept
Art direction for a 2D rogue like game
Animation & character design
Trailer editing & management of 2 game artists
Karim Khahir's project, Director of Production Services
- 2019
6 months

Marketing Artist
// Internship - Advenworks
Promoting studio's mobile games and apps
Video editing, graphic & motion design for mobile user acquisition campaigns and store display
- 2018
2 months

Lead & Marketing Video Artist
// School Project - **West of Time**
Art direction for a 2D pixel art puzzle game
Animation & character design in a post-apocalyptic western
Trailer editing & management of a game artist
*Won **public prize** from the Institute of Internet & Multimedia*
Selected for the "Show & Tell" event at Indicade Europe 2019
- 2017-18
9 months

Video Editor & Game Designer
// Mentored School Project - University of Tarbes
*Design of a **VR game** showcasing MMI course & trailer editing*
Presented to visitors during the school's open days

Degrees

- 2020-21

Master's Degree in Game Art
// Institute of Internet & Multimedia - Paris, France
2D/3D art - Juiciness - 2D/3D Animation - Unity/Unreal
Project management - Softskills - Game Jams
- 2019

Bachelor's Degree in Game Art
// Institute of Internet & Multimedia - Paris, France
Graphic design - Game design - Unity - Project management
Softskills - Quality Assurance - Game Jams
- 2017-18

2year Technical degree Multimedia & Internet
// University Institute of Technology - Tarbes, France
Audiovisual - Graphic design - Project management - VR
Communication - Marketing - Programming - Game design

