

LOUIS SCIANNAMBLO

LEAD CONCEPT ARTIST

ABOUT

HONORS AND AWARDS

MIGS Gallery 2013, 2014
Artists in Bloom 2011
MIGF Innovation Award
GDC ALT CTRL official selection

EDUCATION

Illustration and Design: DEC
Dawson College

LANGUAGES

English & Français

APPLICATIONS/SKILLS

Drawing	Photoshop
Painting	Unity
Concept art	Illustrator
UI/UX	Blender
Animation	

I am a concept and 2d game artist with a strong and varied background. I think touching different domains of game art helps me to understand the whole pipeline and how my work affects the rest of the team. I love working with people, and am always excited by what I can learn by talking with my peers and colleagues. As a curious person, I ask a lot of questions, and I'm always interested in dissecting the work we do to find the best approach.

Working currently as the Lead Concept Artist for Cardboard Utopia, I am looking for my next exciting opportunity in games.

In my spare time, I enjoy learning about art, psychology, history, general sciences, and philosophical issues pertaining to emerging technologies.

EXPERIENCE

Dec. 2019 **LEAD CONCEPT ARTIST**

- Present Cardboard Utopia

- Leading small team of artists on development of new IPs and prototypes
- Assist in determining visual direction for new projects
- Determining art pipeline from conception through asset creation
- Assisting in tech art: creating shaders and animators for new prototypes.

July 2018 **TEACHER**

- Present Syn Studio

- Wrote from scratch a 10-week program on the principles of concept art
- Instruct students on the principles of visual language, which they use on 2 in-class projects
- Prepare and present live in-class demos to explain the concept art process
- Teacher evaluation rating of 96%

April 2018 **UI ARTIST**

March 2019 Behaviour Interactive

- Created new screens and flows for new features on Ellen Slots in Adobe Photoshop
- Exported and integrated assets and animations into Unity
- Was responsible for Milestone Events feature, and managed progress on recurring Milestone tasks
- Created marketing material for Ellen Slots social media posts.

December 2017 **2D ARTIST**

- Present Freelance

- Created character and FX animations
- Assisted in art direction for independent projects
- Created Marketing artwork for children's toys

March 2016 **MARKETING ARTIST & ILLUSTRATOR**

- Nov. 2017 Sauropod Studio

- Created "Marketing Art Bible" to help give direction and cohesion to marketing team
- Created box art, T-stands, web ads, Steam assets, and a BG for the game launcher
- Overlays and animations to be used in the company's live streams
- Illustrated banners for the game's website, and special event illustrations

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EXPERIENCE (CONT)

March 2017 **ANIMATOR**

April 2017 Kitfox Games
The Shrouded Isle

- Completed ending cut-scenes for The Shrouded Isle. Additionally provided help on the UI
- Storyboarded cut-scenes, created animation assets in Adobe Photoshop, and animated/composited in Unity

August 2016 **ANIMATOR**

- December 2016 Kitfox Games
Moon Hunters: Eternal Echoes

- Sole animator, worked with a small team to expand the Moon Hunters world.
- Animated unlockable character (Snowdancer), some NPCs, and over-boss for new Infinite Arena (Ashur)

Dec. 2015 **UI ARTIST**

- May 2016 Lofty Sky Entertainment
Shuyan Saga

- Determined gameplay needs for Menu UX, HUD UI and HUD FX
- Collaborated with Graphic Designer from Marketing to complete UI design

January 2016 **2D ARTIST/ANIMATOR**

- March 2016 Clever Endeavour
Ultimate Chicken Horse

- Designed costumes to be used in game for character customisation
- Animated (2d, TVPaint) costumes over character animations
- Created level assets and backgrounds, custom costume icons

March 2015 **ARTIST**

- Sept. 2015 Minority Media
Chaos Jump and other prototypes

- All art and art direction 2D Mobile game prototype for an NFB collaboration.
- All art and Art Direction for 3D VR game prototype, which eventually became Chaos Jump after my time there
- Responsible for Art Direction, asset creation and integration

Dec. 2014 **LEAD 2D ARTIST / CO-FOUNDER**

- Dec. 2015 Rad Sandwich Studios
Multiple Projects

- Art Direction, Concept Art, Branding, Marketing Art (Rad Sandwich, Poltergus, Spacebro)
- MIGF 2014 Innovation Award (Spacebro)
- Official Selection: ALT.CTRL.GDC. 2015; TIFF Nuit Blanche 2015; Gamercamp 2014 (Spacebro)

June 2014 **2D ARTIST**

- Dec. 2014 Critical Hit 2014 & GRAND NCE
Various Projects

- 4 prototypes in 4 weeks, new team each week; followed by 6-week dev phase
- Sometimes working as only artist, sometimes collaborating on visual design
- Completed 2 additional prototypes for GRAND NCE gestural research project