

# Delphine Doreau

## Senior Artist & Designer

San Francisco, CA

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More than 15 years experience in photo-realistic and non-realistic 2d and 3D art for Features, Commercials, Video games. Team management and training skills.

## Work Experience

### 2008

Lilipinso [Illustrations](#) Illustrations for August catalog

Electronic Arts [SIMS](#) Character concept art for MySims1 PC

Snibbe Interactive [can't tell yet](#) Illustrations

Electronic Arts [SIMS](#) Character concept art for MySims2 Wii

### 2007

Hallmark [CARDS](#) designs for greeting cards.

Electronic Arts [SIMS](#) Character concept art for MySims2 Wii

### 2006

Electronic Arts [Lord of the Rings IV](#) Design and guides for Magic Spell Crafting.

### 2005

Electronic Arts [God Father \(game\)](#) Style guides, concept art and textures.

Electronic Arts [LOTR4](#) Style guides for characters.

### 2004

Electronic Arts [James Bond from Russia with love \(game\)](#) Style guides and textures.

ESC [Catwoman](#) Pitof, dir. Senior texture artist and shader artist.

AMAK 3D [Moi, le Soleil](#) Francois Garnier, dir. High-resolution matte paintings for Cite des Sciences.

### 2003/2002

Amazing Studio Senior texture artist

ESAD Superior Art School of Design of Amiens, France. Professor for the fifth and last year diploma's students.

Specialization in teaching art projects organization, creation, and scheduling.

Waide Somme France computer graphics school : CG Teacher.

Synthetique, Amazing pictures Senior texture artist

AMAK 3D [Amiens, la Cathédrale](#) François Garnier, dir. Textures, 3d painting, CG reconstruction of medieval colors.

### 2001/2000

Duran [Immortels](#) Enki Bilal, dir. Supervisor of the artists character's team's, CG feature.

La Maison Senior texture artist, concept artist.

Thermasilk Dagger Bruno Aveillan, dir. Commercials.

Samourais Giordano Gederlini, dir. Feature FX

Naxos Pictures Senior texture Artist, Art Director, training of the team.

Medialab Pictures Texture artist, texture concept art.

Schweppes Textures, fur shaders.

Renault Laguna Stephane Sednaoui, dir. Textures and shaders.

Thermasilk (3 films) Bruno Aveillan, dir.

The Europeans Lighting, modeling. Series pilot.

Dead End Textures. Short movie.

## 1999

API /TAXI Production Character and set textures team lead, character textures art direction.

Politiquement Correct TV series

The Risen Past François Garnier, dir. Series pilot. Character textures, and person in charge of the link between archeologist and forensic doctor with the team.

## 1995-1999

Ex Machina Texture Artist, texture and lighting, art direction, matte painting.

Back to Dino Island Jerzy Kular, dir. Character texture mapping and shading. Ride.

Stealth Mission Vincent Weil, dir. Textures and shading.

Mad Racers Jerzy Kular, dir. Character and environment texture mapping and shading,

Krakken, Adventure of a Future Ocean Jerzy Kular, dir. Character texture

Mapping and shading. IMAX theme park ride.

Cortosys Texture Artist, Video Games.

Medialab Pictures Sphinx Pilot, commercials. Texturing, lighting and commercials.

## 1994

BUF Compagnie junior CG artist, junior Texture Artist.

City of lost Children Caro & Jeunet, dir. Texturing, modeling, shading, move match.

Valentine, Chanel 5 commercials. Animation, morphing, texturing, modeling etc.

## 1993

Alias Wavefront France, CG artist and director for a Medical Educational movie for a PhD memoir.

ENSAD (artschool) Paris, France, Adobe Photoshop teacher.

## Education

1993 ENSAD Ecole Nationale Supérieure des Arts Décoratifs de Paris

Postgraduate diploma in 3D computer graphics.

1988-1992 ENSAD Master in Illustration, with honors.

1987-1988 Académie Charpentier Fine Arts prep school. 1987: Baccalauréat (A-levels)

Languages spoken: French, English (Fluent), Spanish.