



Charles Boury

Video Game Art Director

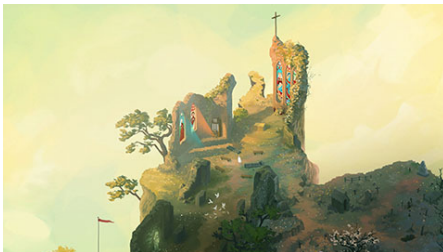
charlesboury.fr
boury.charles@gmail.com
(+33) 6 12 96 25 17

I make interactive images to expose complex rules & dream of a better future

Notable projects



Road 96 Narrative game



Frankenstein Narrative game



Arausio Virtual escape game

Skills

- ✦ **Cohesive** art direction
- ✦ Quick interactive mockups
- ✦ 3D modeling & stylised texturing
- ✦ Rigorous **Unity** integration
- ✦ Excellent **Git** knowledge
- ✦ **Responsive** & careful UI
- ✦ Visual FX (particles, **shaders**)
- ✦ **Scripting** (C#, Javascript, Haskell)
- ✦ Web design

Interests

- ✦ Programming Language Theory
- ✦ Energy efficient vehicles
- ✦ Cute animals, wildlife

Experience

2021 (12 months CDD)

Art Director on Road 96, Digixart

Led Environment art, Character design & UI for a narrative 3D game about a road-trip in the 90s. Pushed a prototype to completion with a team of 5 artists.

2020 (13 months CDD)

Art Director for educational games, Sorbonne University

Managed a small team of junior artists, brought unfinished games (Arausio) to completion & actively helped build an emerging studio (Ikigai).

2019 (15 months CDD)

Art Director & 2D Environment Artist, Arte Creative

Led art for *The Wanderer*, *Frankenstein's Creature*, a story-driven, **graphic-rich game**. Created all environments, from concepts to final assets. Helped craft the story and interactions to achieve the game ambition. **Numerous nominations** (GDC, Gamescom, Amaze, PGW...).

JeuxVideo.com review: « A perfect cohesion between the visuals, the original soundtrack and the emotions they transcribe. » 16/20

2018 (Notable Freelance mission)

Illustrator of a feminist fairytale, printed

Lavish monochrome illustrations where gender is reversed. Published in the 2nd issue of the magazine « Mâtin ».

2017 (Notable Freelance mission)

Web Designer for the official Tamagotchi game, Bandai

Designed the landing page for the 1st Tamagotchi game on mobile.

2012–2016 (3.5 years CDI)

Interactive Designer on Math games, Dragonbox app series

Designed **interactive mockups** and graphical identities of successful mobile games, inventing manipulatives to learn algebra, geometry, rigor and autonomy in new ways enabled by touch devices.

The New York Times review: "The most impressive math education app I've seen [...] Its clever design can teach all sorts of complex algebra concepts without making children feel as if they are learning mathematics."

2011 (3 months internship + 4 months CDD)

Game designer internship, CNRS

Worked with researchers on a collection of mini-games to understand pros and cons of wind energy.

Education

2011 – Licence Pro Game Design

2010 – BTS Design d'Espace