



# Cyril SINEL

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European Market  
Asian  
North American

2D Artist  
Concept  
Illustration  
Animation

Client Relation  
Sale  
Budgeting

## PROFESSIONAL EXPERIENCE

- 2015 - 2016 ● Game Concept Artist / 2D Animator – *NoHuman* - FRANCE  
*Concepts / Character Design / Animation on Unity. Mobile Game.*
- 2015 - 2016 ● Game Concept Artist – *PixelSpill* - UK  
*Concepts / Character Design / Space Station. PC game, Cold War Russian Space Program ambiance.*
- 2012 - 2015 ● Game Art Outsourcing (For Square Enix TCG, SNK, Aeria ...) – *OZHILL Studios* - CHINE  
*Concepts / Character Design / 2D Animation / Illustration / UI - GUI Artist*  
*Team Lead / Project Manager / Sales*  
*Several casual games IOS, Android, Windows 8.*  
*Various Styles, Realistic, Cartoon, American Comic...*  
*Square Enix TCG, Lightmare Studio / Infinity WarsTCG, Aeria america /japan, SNK .*  
*USA, Australia, Japan, South Korea, China, Germany, UK...*
- 2014 ● Game Concept Artist / 2D Animator / UI – *SuperSmithBros LTD* - USA  
*Realization of all the graphic resources for the iphone game «Super Coaster».*
- 2011 - 2012 ● Portrait Artist / Caricaturist – *Walt Disney World* - USA  
*Pastel Portraits and Caricatures for the guests in the Disney Parcs, EPCOT et Magic Kingdom.*
- 2012 ● Concept / Animator / Director / Goodies – *Lydia Can't Breathe* - USA  
*Realization of the music video "Time" and T-shirt prints for the band «Lydia Can't Breathe».*
- 2011 ● Concept / Animator / Director – *Davidmeshow* - QUEBEC  
*Realization of the music video "Fast And Obvious" for the musician David Michaud.*
- 2010 ● Animator – *Rehab Studio (For Publicis France)* - UK  
*Animation of flash mini games / Advertising Campaign pour Renault Megane UK.*
- 2010 ● Concept / StoryBoarder / Animator – *CHASE Entertainment* - UK  
*Various missions, concept art for TV show, storyboarding...*
- 2009 ● Concept Artist / Animator – *Bubbleplug* - FRANCE  
*Concept, character design, background, costumes, haircuts... / avatars for game browser...*

## EDUCATION

- 2007 - 2011 Emile Cohl – Lyon - Animation / Sculpture / Illustration / 3D / Academic Art
- 2003 - 2007 Fine Art School – Bordeaux - DNAP - Design

English

French

Chinese

Italian

Spanish

Driving Licence

Photoshop

After Effects

Unity

Flash

ToonBoom

Sketchup

Maya

3DSmax

ZBrush

Drawing

Illustration

Concept

Story Board

2D Animation