

## **Benoit FERRIERE**

### **Art Director, Senior 2D/3D Artist**

[mirofts@gmail.com](mailto:mirofts@gmail.com) • 34 rue du colonel colonna d'ornano – résidence du vittullo – 20000 – AJACCIO – Corsica, France • Phone: +33. 6.85.20.81.97 • Portfolio & demoreel available at <http://www.benoitferriere.com/>

French (fluent), English (intermediate level), Japanese (beginner)

*I like being part of a team to create strong emotional and beautiful gaming experiences with real visual identity and fun.*

My studio

**Tokkun Studio (Owner & AD):** [www.tokkunstudio.com](http://www.tokkunstudio.com)

**Tokkun Academy (Online art school):** <http://www.tokkunacademy.com/>

### Summary

Art Director / Senior Artist with proven artistic, creative and leadership skills and experience. I participated to the production of about 80 projects (animation, games, cinema, ...) across different art departments (concept art, 2D, 3D, ui, animations). Working in the entertainment industry since 2006.

### Skills

- **Management:** team management, scheduling, pipeline organization, staffing, career development.
- **Art Direction:** concept art, mentoring, strong art background.
- **Modeling & Painting:** 3DS Max, Maya, Zbrush, SketchUp, UDK, Unity, Photoshop, Paint tool sai.
- **Adobe Suite:** Photoshop, After Effects, Flash, Illustrator, Dreamweaver, InDesign.

### Freelance :

**Art Director, Creative Director, Producer (Virtuos Games, Tokkun Studio, ...)**  
**Senior concept artist (Warner, Activision, Péléo, Orange, Whitelaser Games, Gameloft, Total Immersion, Ubisoft,...)**  
**Motion Designer (Decathlon, Oxyane, TF1,...)**

### Projects / Games / Movies

- Speed Racer
- Pimp My Ride
- Beowulf
- RAW
- Thormae
- Street Wrestler
- Platinum Solitaire
- Arthur & the invisibles
- Xmen Origins: Wolverine
- GT Racing
- Madagascar kartz
- Ultimate Spiderman
- Drakez
- Lucha Fury
- Army VS Aliens defense
- B.O.M.B
- Crasher
- Death Monster

- Dance paradise
- Horse star
- Army Defender
- Ben10
- The Lord of the Rings
- AllBlack
- Pixar secret project
- Areva secret project
- My Little Fluffies
- Fizz
- SuperFizz
- Tribes War
- Ragged Edge
- Kiwitiki
- Japanese Learning
- Balroth
- Slash Monsters
- Love Treez
- Mininaka
- Midnight Bowling
- Marie BabySitter
- Monster Jam
- Hotwheels Battle F5
- Sid Meier's Pirates!
- ... and more

#### Client list :

- Gameloft
- Warner
- Ubisoft
- Pixar
- Gumi
- Total immersion
- White Laser Games
- Virtuos Games
- MASA
- Game source
- e-TF1
- Punchers impact
- Wizarbox
- La Moustache Studio
- Péoléo
- Pohlm Studio
- White birds prod.
- DK games
- Darkskyne
- CandyBox Studio
- Ghost publishing
- Zig Zag island
- Birdies Road
- Orange /France télécom
- ... and more

#### **Freelance Art Director at [Punchers Impact](#) (France)**

August 2009 - Present

Punchers Impact, started up in 2009, is a 1st party video game studio located in Paris and focused on the development of original IP for both handheld and

console platforms.

*In working on the first productions of this studio, I was lucky to be free to put in place the artistic pipeline with the engineers. The size of the team gave me the possibility to touch all parts of art production (UI, designs, 3D, LD...)*

- Management in day-to-day of the art team.
- Mentoring of junior artists during all the production.
- Concept art of main in-game assets.
- UI artist.
- Management of outsourcing for 3D assets.

*Released games :*

- *Lucha Fury (2011) - XBLA, PSN - Beat'em'up*
- *Crasher (2011) - PC, MAC - Moba*
- *HorseStar (2010) - PC - Riding MMO*
- *Army Defender (2011) - iOS – Action/Shoot*
- *Dance Paradise (2010) – Kinect - THQ*

*Other :*

- *Studio website, logos, cover art.*

### **Senior 2D/3D Artist, UI Artist at Virtuos (China)**

August 2008 - Present

Virtuos is one of the largest providers of outsourced production services to the game and movie industries. Founded by one of the most experienced teams of game production specialists in China, Virtuos delivers high-quality digital entertainment production including graphic design, programming, level design and QA.

*Melting-Pot is an attractive point for me. Work with this chinese people opens my mind to another cultures and new management methodologies. I feel one is evolve to their contact continuously.*

- Concept arts to share the game vision inside the production team.
- Production of high-quality 3D assets.
- Design of User Interfaces to target western audience.

*Released games :*

- *Madagascar kartz - Nintendo DS - Activision*
- *Monster Jam - PS3, X360, Wii - Activision*
- *Hotwheels Battle Force 5- Nintendo DS - Activision*
- *Xmen Origins: Wolverine - Didj – Activision*
- *Sid Meier's Pirates! - Wii – 2k Games*

### **Art Director at DK Games (France)**

2006 - 2009

DK Games is a french indie video game company specializing in Nintendo DS & Nintendo Wii.

*I like working on indie projects because you feel every personal effort will have a strong impact on the final quality of the game. I often was the only one artist on these productions, so it was a great experience to improve my level in the different parts of the development.*

- Production of high-quality 3D assets adapted to targeted platforms.
- Production of 2D assets..
- Design and retake User Interfaces.
- Learned to produce quickly but with quality to match with strong timing constraints.

*Released games :*

- *My Little Fluffies (2007) - Nintendo DS, PC - Lexicon*
- *Fizz (2008) - Nintendo DS – Lexicon*
- *Ragged Edge – PC*

*Other:*

- *Studio website, logos.*
- *Games in production (SuperFizz, Tribes War)*

### **Art Director, President at Tokkun Studio (France)**

February 2006 - Present

Tokkun Studio, video game studio and service provider for multimedia and cinema, is based in Annecy in France and Ajaccio in Corsica. The studio is built on an experienced and motivated team from all branches of the entertainment industry.

*I started up Tokkun some years ago with only one goal: offer outsourcing high quality services to my clients. I am very proud of this adventure which allows me to meet incredible artists and partners over the years.*

My responsibilities of studio art director:

- Management in day-to-day until 45 artists.
- Responsible for recruitment and staffing.
- Responsible of business dev with our partners.
- Participation in every production or oversee the work of my artists.

Tokkun Studio worked on a lot of innovating projects for reputable clients around the world.

**Partners:** Warner, Gameloft, Ubisoft, Pixar, Disney, Total Immersion, Virtuos games, MASA, Game source, Zig Zag Island, Punchers impact, Darkskyne, Tivola, White birds production, Dk games.

*Released console/pc games :*

- *Pimp My Ride (2009) - Nintendo DS, PS2 - Activision*
- *Beowulf (2007) - PSP - Ubisoft*
- *Speed Racer (2008) - Nintendo Wii - Warner Bros*
- *Marie BabySitter (2007) - PC - Gost Publishing*

*Released mobile games :*

- *Kiwitiki (2010) - Iphone - Tokkun*
- *Japanese Learning (2011) - Iphone - Tokkun*
- *Platinum Solitaire (2008) - iOS - Gameloft*
- *GT Racing: Motor Academy (2010) - iOS - Gameloft*
- *Ultimate Spiderman (2010) - iOS - Gameloft*
- *Midnight Bowling (2009) - iOS – Gameloft*

*3D Entertainment (movies, amusement park...)*

- *Arthur and the Invisibles - Futuroscope - Total Immersion*
- *Ben10 - Augmented reality soft - Total Immersion*
- *The Lord of the Rings - Augmented reality soft - Total Immersion*
- *AllBlack – Advanced Reality – Total Immersion*

*Released Web games :*

- *e-TF1*

For some months, the teams of Tokkun work on the development of new IPs for digital platforms (iOS, PC, ...). In may 2006, I launched a french professional magazine "Game Development Magazine".

#### Education

**ARIES, Superior School of Computer Graphics - Annecy, France**

2 years of study in 2D, 3D and FX – 2004/2006

#### Interests & Hobbies

- Art (2D,3D,Animation,Music)
- Sport
- History
- Cinema

#### Location

- France
- Japan (1 year)