

# Nathalie Fourdraine      Concept Artist and Illustrator

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## Education

Associates Degree in Applied Arts in Animation, Madison College, Madison, WI

## Work Experience

2018-Present; Concept Art Intern for Gear Learning (Video Games, Madison, WI)

2018-Present; Cover Illustrator for IDW Publishing (Comics, San Diego, CA)

2018-Present; Concept Artist for Everything Unlimited Ltd. (Game Studio, Austin, TX)

## Software Proficiency

-Photoshop

-3DS Max

-Maya

-Substance Painter

## Skill Set

Concept art and Illustration

-Environmental Concepting

-Character and Creature Design

-Prop Design

-Color Keys

-Storyboarding

## Exhibitions

M+DEV (Midwest Game Developers) Presenting Artist

## Other Interests

Played Viola in an orchestra for 9 years

References available upon request.