

AURELIEN BAARSCH

LYON, FRANCE

ART DIRECTOR • CONCEPT ARTIST • 3D GAME ARTIST

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EXPERIENCE

2026 • **CHUKKER APP** MOBILES SPORTS GAMES

Art director REMOTE, CONTRACTOR

2023 ▸ 2025 • **VESPER** PC NARRATIVE GAMES

Art director REMOTE, PERMANENT CONTRACT

Art direction (guidelines, concept arts, character designs & logos), art team support, key arts, 3D in-game environments, props & characters (on **Chromagy, The Seraphless, Frog Hollow, Lanterns of the Nightfall**)

2022 ▸ 2023 • **CHAINS OF THE ETERNALS** BLOCKCHAIN MMORPG

Art director, narrative designer REMOTE, CONTRACTOR

Art direction (concept arts, character designs, documents & logos), art team management, UX/UI, 3D in-game environments, props & characters, lore & world bibles creation, narrative design (on **Chains of the Eternals**)

2022 • **ARTEFACTS STUDIO** CONSOLES KARAOKE GAME

Character designer on **Let's Sing ABBA** REMOTE, CONTRACTOR

2021 • **CLEUUGARDE** PC SERIOUS GAME

Art director on **Sim2C** REMOTE, CONTRACTOR

2020 ▸ 2021 • **ELUDICE** PC ESCAPE GAME

3D game artist on **Infinity Keys** REMOTE, CONTRACTOR

2015 ▸ 2018 • **SPOOKLIGHT STUDIO** MOBILES INTERACTIVE STORYTELLING

Co-founder, art director GENEVA, SWITZERLAND PERMANENT CONTRACT

Art direction (company & products), 3D environments & props, UX/UI, team/outsourcing management, content and communication management, graphic design (on **Storyfab, Kouji, Water Temple**)

2015 • **NOHUMAN STUDIO** BROWSER ARCADE GAMES

Art lead on **Crossroad Crash, Skytraps Turbo** REMOTE, CONTRACTOR

2013 ▸ 2015 • **KENZAN STUDIOS** MOBILES AR EDUCATIONAL APP

Art director, content manager GENEVA, SWITZERLAND PERMANENT CONTRACT

Art direction, team management (mobile & series), production/content management, concept arts, 3D environments & props for the animated series trailers, the video game and the mobile app (on **Teo & Leonie**)

2013 • **IOZO GAMES** Concept artist

2013 • **BREAKFIRST** Concept artist

EDUCATION

2011 ▸ 2013 • **BELLECOUR ECOLE**

Master - art direction & art management

2008 ▸ 2011 • **BELLECOUR ECOLE**

Bachelor - 3D game art

TEACHING

Art direction teacher & mentor

2019 ▸ 2024 • **LYON YNOV CAMPUS**

TOOLS

Ps Ai 3 MAX

LANGUAGES

English (fluent) French (native)

HOBBIES

