

T: +34 666 845 114  
[simonloche@gmail.com](mailto:simonloche@gmail.com)  
<http://simonloche.com/>

**Objective**

Position as Senior Concept Artist, Lead Concept Artist.

**Specialties**

Visual Development, Concept Art, Character Design, Story Boarding, Sequential Art.

**Education**

Ecole Emile Cohl (Illustration, Animation, Visual Development), Lyon, France, 1990 - 1993.

**Experience**

- **Concept artist at Gameloft** January 2011 - Present

Concept, Character Design, Environment design, Props, Mood Boards, Color Moods...

- **Freelance Concept Artist / Character Designer / Comic Book Artist / Art Director**  
January 2000 - December 2010

Working freelance for many companies and publishers. (Warner Bros Animation, Double Helix Games, Backbone Entertainment, Foundation 9, Soleil, Le Lombard, Ankama, Uzik, Big Productions, Big World, CanalSat, Tanuki Studio...).

- **Freelance Illustrator** January 1993 - 2000

Freelance illustrator for magazines, publishers.

**Skills and Softwares**

Traditional Medias, Photoshop, Painter, SketchBook Pro, Artrage Pro, Alchemy, SketchUp, Zbrush, Storyboarding, Character Design, Conceptual Art, Comic Books.

**Publications**

Robin Hood - Merriadek, Soleil, January 2001

Robin Hood - Morigane, Soleil, April 2002

Robin Hood - Robin Hood, Soleil, April 2003

Mr Eddy - Soleil, 2004

Alika - Les Territoires Interdits, Le Lombard, March 2005

Alika - La Thaumaturge, Le Lombard, March 2007

Alika - L'Ere des Dragons, Le Lombard, March 2009

Shuffle 05 - Character Design, Ankama Editions, May 2011

**Honors and awards**

CGHub Golden Award [www.cghub.com](http://www.cghub.com) 2010

CGHub Golden Award [www.cghub.com](http://www.cghub.com) 2010

**Languages**

English (Full professional proficiency)

French (Native proficiency)

Italian (Native proficiency)

Spanish (Professional working proficiency)

**Interests**

Art, Music, Snowboard, Skate, Wakeboard, Freebord.