

# Ambre Ladret

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## Training

**2013-2016** : 1st to 3rd year of **Bachelor Degree in Concept art** at BELLECOUR Schools of Art at Lyon, France.

**2012-2013** : **Foundation course in Applied Art** at BELLECOUR School of Art.

**2011-2012** : Baccalaureate in Economics, Management, Geography, History, English at SAINT LOUIS at Marignane in France pass with 60%

## Computer skills



Native French  
Intermediate English ( TOEIC 805)

## Interest

Writing stories  
Reading  
Traveling  
Making design for websites

## Concept artist

**Oct since now** : working as a **freelance colorist** in a new video game company named Odyssian Blaze.

**Sept 2017 to Feb 2018**: working as a **2D Illustrator** in a communication company named Neodigital in Bernay.

**June to Sept 2016** : internship as a **concept artist** in a video game company named Osome Studio in Lyon.

**Jan to June 2016** : working as a **texture artist** in a video game company named Redlock Studio in Lyon.

**June 2015** : internship as a **3D concept artist** at an independent concept artist named Sylvain Sarrailh in Toulouse.

**Aug 2012** : internship at an independent graphic designer named Bruno Bayol in Paris.

## Other experience

**2017** : working on **logos** during freelances missions.

**2011** : internship in a fashion designer's company named Zoé la Fée at Marseille.