Typhaine Uro
Game artist & developer

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currently living in Berlin, Germany

EXPERIENCE

2016 - 2018 — **Junior Artist at Toca Boca, Stockholm (Sweden)**
Worked on Toca Hair Salon 3, Toca Life: Stable, Hospital, Office, Pets, and other updates
Responsible for the technical aspect of the art pipeline (Illustrator scripting, workflow improvements, exporting guidelines redaction, asset optimization)

2016 — **Artist on Cosmic Express (remote work)**
Responsible for the whole art direction and art production of the game

2015 — **Artist Intern on Oniri Islands (remote work)**

2015 — **Officially joined the French collective Klondike**
Participation in game jams, talks and festivals such as Screenshake or A.MAZE Berlin
Responsible for running the newsletter

since 2011 — **Game jams & personal projects**
Lyst, Splash Jam, Zoo Machines, Art Game Weekend, Ludum Dare, etc.)
Working on both design (original pitch, feedback, playtest, ...) and art (artistic direction, 3D and 2D assets, animation, FX,...) but also some code (mainly C# in Unity)

Notable projects (commercial)

Toca Life
App series for 6-9 years old

Cosmic Express
Indie Puzzle game

Notable projects (personal)

Quur
Graduation game project

tyu.itch.io
Collection of personal projects

DIPLOMAS

2011 - 2016 — Master's degree in Management & Game Art at Supinfogame (Valenciennes, France)

2013 — BAFA, French certificate for activity and camp leaders

2011 — Bac STI Arts Appliqués, French equivalent for A levels, specialized in applied arts

Languages
French (native), English (fluent), German (conversational), Swedish (basics)

ART SKILLS

- Designing a unique visual identity, creating mockups
- 3D modeling, texturing, and a bit of rigging and animating
- 2D assets and very basic 2D animation
- Video editing and compositing for trailers or fake mockups
- Open to giving and receiving feedback on every aspect of a project

DEV SKILLS

- Implementation in Unity, shaders with Shader Forge
- Visual FX (Shuriken particle system)
- Scripting in C# (self-taught, made a few games by myself)
- HTML and CSS (website self-made)
- Ability to quickly react and adapt in critical, unexpected situations, learn new tools if needed

INTERESTS

- Work as an activity leader in summer camps (organizing and improvizing playful activities, working closely with a team day and night for two weeks, and teaching children how to make games)
- DIY and crafty projects (jewellery, sewing plushies, redecorating)
- French educational games from the late 90's (Forestia, 'Les Aventures de l'Oncle Ernest' series)
- Cute «kids» games (e.g. dressup games and digital toys), physical games, outdoor games, very simple board games, and anything related to playfulness
- Strong will to work more with all aspects of diversity in my work
- Extensive and maybe slightly obsessive knowledge in the magical girl genre, particularly the Pretty Cure (Precure) franchise

- Games as an artistic and expressive medium (to share personal experiences, to say something to the players)
- Contemplative games, not-games, alt-games, and interactive experiences and experiments
- Huge passion for History and Art (mostly archaelogy, expressionism, outsider art, and various other painting movements)
- Great curiosity towards foreign cultures and folklore (recently Mongolia, Australian Aboriginal Art, Christmas traditions in Northern and Eastern Europe)
- Avid interest in the horror genre (both literature, movies and videogames)
- Other weird stuff (glitch art, kitsch objects, occult stories, witchcraft, ropes, sprouting potatoes, snakes)