



BERTRAND TOURNIER

2D Artist

CONTACT

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EDUCATION

2013-2014 : LISAA, Paris

Master " Management of techniques and production of digital animations "

2012-2013 : LISAA, Paris

Licence " Designer-Director of digital content -
Video Game option "

SOFTWARES

Photoshop - Procreate

Animate

Blender - 3DSMax - Maya

SKILLS

Various creations :

Characters, Props

Posings

Illustrations, Textures,

Matte painting

Background

Animation - Fx

LANGUAGES

French : Native language

English : Occasional practice

B1 Level

WORK EXPERIENCE

- May to September 2025 : SUPERPROD
3D animated series - *The Saddle Club*
Props and textures creation
- February 2022 to April 2025 : PASSION PARIS
3D animated series - *LEGO Friends*
Props, textures, Fx and characters creation
- June 2020 to July 2021 : WATCH NEXT MEDIA
2D animated series - *Nate is late*
2D animated series - *Boy Girl Dog Cat Mouse Cheese*
Posings creation
- July 2019 to February 2020 : BLUE SPIRIT
3D animated series - *Zoom the White Dolphin*
Props, characters, textures, rough backgrounds and
matte painting creation
- April to May 2019 : MILLIMAGES
2D animated series - *Didou, build me*
Props and characters building
- March 2018 to February 2019 : SOMETHING BIG
2D animated series - *Go Astro Boy Go*
Vectorial cleaning and props creation
- September 2017 to January 2018 : LES CARTOONEURS ASSOCIÉS
2D animated series - *Martin Morning*
Props, characters and Fx creation
- April to November 2016 : PANDAZOR
Mobile game - *Miracle Run*
Backgrounds and interfaces creation
- September to December 2014 : MANDO PRODUCTIONS
Various mobile games (Internship)
Concept art, backgrounds and interfaces creation
- July to September 2014 : MONKEY EGGS
2D animated series (Internship)
Characters and props creation