ines.bakkouch@outlook.com ■ Paris, France

Inès Bakkouch

Concept Artist



Software

- **Photoshop**
- **Blender**
- **3ds Max**
- **ZBrush**

Skills

ENVIRONMENT
World building, keyframes, matte painting.

CHARACTER
Silhouettes, turnarounds, costumes, expressions.

PROPS
Objects, weapons, vehicles, design sheets.

3D
Blocking, sculpting and paintover to speed up the design process.

Also trained in traditional painting: oil, watercolour, gouache.

Languages

French	Native
English	B2
German	A2

Links

Portfolio — [your portfolio URL]

Interests

- **Reading** — History, literature
- **Art** — Museums, cinema, video games
- **Travel** — Hiking, bivouacking

Profile

Concept Art student at New3dge with an academic art background from École Émile Cohl. I aim to put my art to work on creative, ambitious and innovative projects.

Experience

Jan – Feb 2025
UI Designer — Intern
Artefacts Studio

Designed icons for the game *Disciples: Domination*.

Oct 2021
Game Artist
François Monthoux

Created assets and visuals for an independent game.

Jul – Nov 2020
Medical Secretary — Intern
Biogroup

Several months at a medical testing laboratory during the COVID-19 pandemic, processing registration forms for the many patients coming in for PCR tests.

Education

2026 – present · class of 2028
Concept Art
New3dge

2022 – 2025
Bachelor's Degree in Drawing (Licence Dessinateur Praticien)
École Émile Cohl

2021 – 2022
Art Foundation Year
École Émile Cohl

2017 – 2018
French Baccalaureate — Science, Maths major