

# Simon Chartrand

*Illustrator / Graphic Designer / Painter / Video Producer*

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Portfolio :

[www.simonchartrand.com](http://www.simonchartrand.com)

## **Professional Experience**

**- Freelance Artist** 2017- ongoing

Solo production in various artistic fields (illustration, comics, painting, design, video production)

**- Art Director** 2013-2016 - WoozWorld inc.

Managing the illustration and graphic design teams and production. Creating visual material for online, print and video promos.

**- Illustrator and Graphic Designer** 2010-2014 - WoozWorld inc.

Illustration and animation for online characters, environments, backgrounds, objects. Designing ads, user interfaces. Lead artist on mobile platform for smartphones and tablets.

**- Illustrator and Graphic Designer** 2010 – (online game Kaboum!2 for Télé-Québec) - LVL Studio

Illustration of characters, backgrounds, user interface design for online game

**- Illustrator** 2008-2009 - Tribal Nova

**- Graphic Designer/Illustrator (freelance)** 2006-2009

Design, illustration and managing for various advertisement projects, online and for print.

**- Graphic Designer/Illustrator** 2004-2006 Or Rouge Communications

Design, illustration and managing for various advertisement projects, online and for print.

## **Formation**

Private art classes at Galerie Synesthésie

*With Charles Vinh :*

Dynamic and Anatomic Illustration - 2011

Academic Painting - 2010 – 2011

Digital Painting – 2012

*With Geof Isherwood :*

Storytelling and illustration for comic books – 2010 – 2011

*With Adrian Bobb :*

Concept Art : Creatures, characters and environment – 2012

Online classes at Lynda.com – Video editing and post-production 2009-2010

Technical college degree (DEC) in Graphic Design – Cegep du Vieux Montréal – 2006

College degree (DEC) in Arts – Cegep Édouard Montpetit – 2002

### **Independent Video Projects**

- Dreams in the Beer House (4 episodes) 2016
- Art Of The Crazy (2 épisodes) - 2015
- The Monster Played NES - 2015
- Suicide Chips – 2014
- NSQ (2 episodes) - 2014
- Il faut peindre Harper – 2013
- Rum Reviews (4 épisodes) – 2013
- Fun and priorities at the end of the world – 2012

### **Video Games**

- WoozWorld
- KidStudio 2 & 3
- Kaboum! 2
- HyperMontreal (indépendant game, art direction, graphic production)

### **Comic Books**

- La boîte à BD le comic book #1 (3 pages in an anthology)
- Lucius Goes to the Bank
- The Phantom Cartoonist : His Tragic Life and Horrible Creations
- The Mind's Basement

### **Expositions**

- Solo exposition with political theme at Cafe Touski (illustrations and paintings) – Fall 2015
- Screening of short movie “The Monster Played NES” at Fantasia International Film Festival 2015
- Solo expo at Brouhaha (illustrations and paintings) – Winter 2015
- Artist at Montreal Comiccon 2014 (illustrations, paintings, comic books, videos)
- Artist at Montreal Comiccon 2013 (illustrations, paintings, comic books, videos)
- Artist at Toronto Anime North 2013 (illustrations, comic books, videos)
- Group Exposition at La Boîte à B.D. de Laval for the launch of “La boîte à BD le comic book” (illustrations, comic books) - 2012
- Artist at Montreal Comiccon 2012 (illustrations, paintings, comic books, videos)

- Group Expo at Marriott SpringHill Suites (illustrations, paintings, comic books, videos) - 2011
- Artist at Montreal Comiccon 2011 (illustrations, paintings, comic books)
- Artist at Montreal Comiccon 2010 (illustrations, paintings, comic books)
- Artist at Expozine 2010 (illustrations, comic books)
- Artist at Expozine 2009 (illustrations, comic books)
- Group expo at Bain St-Michel (illustrations, paintings, comic books, video game Hypermontreal) – 2009
- Artiste at The Great Halloween Masquerade at the Montreal Old-Port (illustrations, comic books) – 2007

### **Knowledge and Skills**

- Adobe Suite (Photoshop, Flash, Illustrator, InDesign, Dreamweaver, Premiere, After Effects)
- Traditional and digital Illustration
- Academic and abstract painting (gouache, oil, acrylic, watercolors)
- Pixel art
- Animation
- Comic books and storyboard
- Artistic direction and project leadership, managing production teams
- Fully bilingual, experience in translating texts from english to french and vice-versa
- Independant movie maker, video editor, post-production