



DIEGO GRAHAM

2D & 3D GAME ARTIST

INFORMATIONS :

26.04.1989

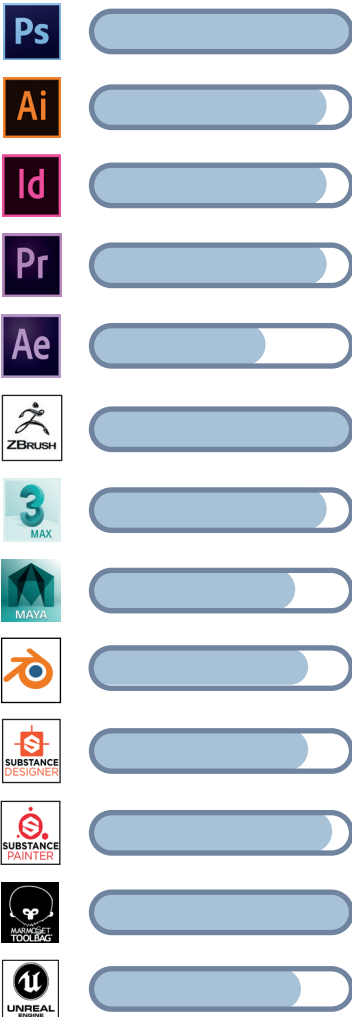
Nationality: CH

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SOFTWARE SKILLS :



LANGUAGES :

French: Native language

English: B1 Level

Spanish: Native language

HOBBIES :

**Hiking, Skateboarding
Electric Guitar, Concerts**

OBJECTIVES :

It's through hard work that I've acquired solid skills in sculpture and digital drawing, with the aim of joining prestigious video game design studios. And it's thanks to my talents as a concept artist and 3D modeler that I'm now able to take part in the creations that bring the dream world to millions of gamers.

PROFESSIONAL EXPERIENCE :

VR Space Coordinator / CITIA ANNECY Festival, Annecy | 2023 - today

Responsible for welcoming the public during the Annecy International Animation Film Festival. Supervision of volunteer teams, ensuring the proper functioning of immersive works on VR headsets made available to the public.

XR Technical Manager / GIFF Festival, Geneva | 2017 - today

VR Assistant since 2017 at the Geneva International Film Festival.

Now XR Technical Manager for the 31st edition of the festival. Organization of the festival's virtual venues, management of volunteer teams, installation of immersive VR/XR works.

Art Director / Pectorosso Games, Geneva | 2020 - today

Currently in charge of the art direction of the upcoming game « Héritage » focused on bipolar disorder. Formerly a 2D artist on the educational and entertaining game « Math Ascension »

Illustrator / FIFDH, Geneva | 2022 - 2023

Illustrator for the international festival of films and forums on human rights. Production of sketch-style illustrations of various debates and moments bringing together activists and personalities working for world peace at the festival.

3D modeler / Scanways Sarl, Geneva | July 2020

Creation of high-poly 3D assets based on photogrammetry of ancient monuments for the municipality of Carouge in Geneva.

Illustrator / Association Kalvingrad - Usine, Geneva | 2016 - 2017

Designing posters, flyers, and web visuals each month to promote the association's musical program in Geneva.

Graphic designer / Illustrator Freelance | 2011 - today

Production of illustrations and visuals for various associations, music bands and individuals (ex: Posters, flyers, leaflets, T-shirts, packaging, 2D animations).

SECONDARY KNOWLEDGES :

Bar Manager, Logistics and Infrastructure Technician, Scenography, Lighting Setup and Operation, Event Volunteering (ex: concerts, cinema, video game conventions).

FORMATIONS :

2016 Game Art & 3D Animation Diploma

SAE Institute, Geneva

2011 CFC Designer 2D

CFP Arts, Geneva

PORTEFOLIO :

Artstation: www.artstation.com/grahamdiego

Website: www.diegograham.com