



## Natália RENAULT (MITSUKAI-INKI)

Art Director | Visual Development | Concept Artist | Illustrator

(Feature Films, Video Games, Animated Films and Series)

[mitsukai.inki@gmail.com](mailto:mitsukai.inki@gmail.com)



### About & Resume (CV)

I Work as Art Director in **Videogame industry** (WIZARBOX, UBISOFT...), **Features Films** and **Animated films** (PARAMOUNT Pictures/MGM, CANAL+, Japan Customers ...). It's very rewarding to switch between them, humanly and technically :)

Art fascinates me! ... There wouldn't have enough life to do everything!

The creation and cultural exchange is what motivates me and flourish the most ... With special affection for **Japanese culture**.

Feel free to visit my website and online portfolios: <http://www.mitsukai-inki.com>

• **ARTSTATION**: <http://www.artstation.com/artist/mitsukai-inki>

• **TUMBLR**: <http://mitsukai-inki.tumblr.com>

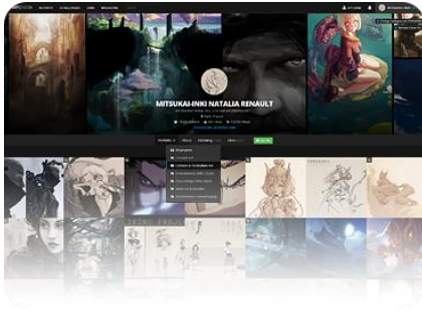
• **BEHANCE**: <http://be.net/mitsukai-inki>

• **FLICKR** (Photos): <http://www.flickr.com/photos/mitsukai-inki>

• **IMDb**: <http://www.imdb.com/name/nm5878659>

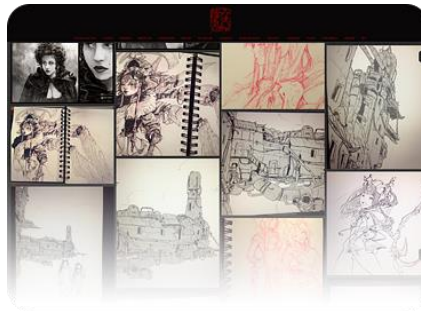
#### ARTSTATION

(Selected Portfolio by Type of Work)



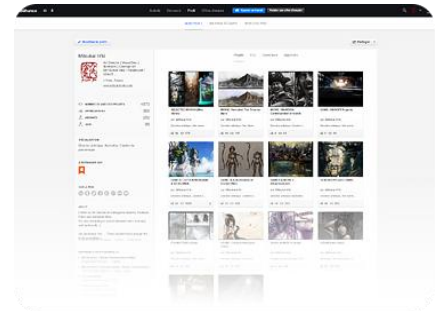
#### TUMBLR

(Daily Doodle/Sketch)



#### BEHANCE

(Selected Portfolio by Projects)



## TITLES

### FEATURE FILMS & ANIMATED SERIES

- **THE LOST CITY OF Z** - ©Paramount Pictures / ©Plan B Entertainment (*currently*)
- **MOLANG** - ©CANAL+ / ©Hye-Ji Yoon / ©Millimages
- **HERCULES: THE THRACIAN WARS** - ©Paramount Pictures/MGM
- **MANDRIN: Contrebandier et Rebelle** (Movie and Comics) - ©Rebelle production (*currently - Punctually*)
- **Unannounced WEB-SERIE SF** – (canceled) ©Rockzeline

### GAMES

- **VAGABONDS** - ©Tiny Altar Games (RPG) (*currently - Punctually*)
- **Unannounced Games** - ©Ubisoft (PS4/WII-U/ XBOX)
- **R.A.W. Realms of Ancient War** - ©Wizarbox (XBLA / PSN)
- **CAPTAIN MORGANE and the Golden Turtle** - ©Wizarbox (PS3/PC/WII/DS)
- **SO BLONDE** (PC) and **SO BLONDE back on the Island** - ©Wizarbox (PC/WII/DS)
- **GRAY MATTER** - ©Wizarbox / ©Jane Jensen (PC/XBOX 360)
- **LEA PASSION MEDECINE** (Imagine Family Doctor) - ©Ubisoft (DS)
- **SCRABBLE 2007** and **SCRABBLE 2008** - ©Ubisoft (PC/WII/DS)
- **CITY LIFE** - ©Wizarbox / ©Monté Cristo (DS)
- **PANZER ELITE ACTION: Fields of Glory** - ©Wizarbox (PS2)

## SKILLS

### ART DIRECTION

- Instructor
- Visual Development
- Management, Lead teams, International Outsourcing, Recruitment

### ART

- World-Building, Visual Dev. , Mattepainting, ConceptArt, Illustration
- Architecture, IndustrialDesign, HomeStaging
- Photo, Photomanipulation

### SOFT

- Photoshop\*\*\*\*, Paint Tool SAI \*\*\*, Artrage \*\*\*, Painter\*\*, SketshbookPro\*\*, Procreat (mobile) \*\*\*
- 3DSmax \*\*, Zbrush\*, SketchupPro\*\*
- Dreamweaver\*\*

## ART DIRECTOR | CONCEPT ARTIST | VISUAL DEV. | INSTRUCTOR - [Freelance]

### ART DIRECTOR | CONCEPT ILLUSTRATOR (Feature Films)

**PARAMOUNT Pictures / PLAN B ENTERTAINMENT** — Belfast, Ireland / Bogota, Columbia

2015 June – Currently

**THE LOST CITY OF Z** (In theaters 2016) [LINK](#)

- Art Direction / Concept illustration / Visual Development / Mattepaint-Speedpaint

### INSTRUCTOR - Art Direction | Concept Design

**LA FEMIS (Ecole nationale supérieure des métiers de l'image et du son)** — Paris, France

2016 April – Currently/ Punctually

Art Direction and Design education for conceptual design, process and workflow in the entertainment video game and film industries.

- Pre-Vis Concept Art / Visual Dev. / Environment and Character Design / Key Art Illustration / Mattepaint.

### ART DIRECTOR | CONCEPT ARTIST (Games)

**TINY ALTAR GAMES** — Tokyo, Japan

2013 October – Currently/ Punctually

**VAGABONDS** (RPG Game) [LINK](#)

- Art direction / Concept illustration / Visual Development - [1 recommendation]

### ART DIRECTOR | CONCEPT ARTIST (Feature Films / Comics)

**REBELLE PRODUCTION** — Paris, France

2013 September – Currently/ Punctually

**MANDRIN: Contrebandier et Rebelle** [LINK](#)

- Art direction / Concept illustration / Visual Development / Storyboard

### VISUAL DEV. | CHARADESIGN (Animated Series)

**MILLIMAGES/CANAL+** — Paris, France

2014 November – 2015 April

**MOLANG** (Korean Character). CANAL+ /52x3'30 - Created by Hye-Ji Yoon, the preschool series tells the adventures of Molang and his friend Piu Piu ... [LINK](#)

- Visual Development / Chara and Object Design - [1 recommendation]

### LEAD CONCEPT ARTIST (Games)

**UBISOFT** — Paris, France

2014 March – 2014 August

Unannounced Game (To be released in 2014/11)

- Concept Environment Team Manager / Management Planning and Workflow / Concept Art / Visual Dev. (Cartoon, Realist, Abstract ...)

### CONCEPT ILLUSTRATOR (Feature Films)

**PARAMOUNT Pictures/MGM** — USA

2012 December – 2014 July

**HERCULES: THE THRACIAN WARS** (In theaters 2014/08) [LINK](#)

- Concept illustration / Visual Development / Storyboard / Mattepaint-Speedpaint

### CONCEPT ARTIST (Games)

**EDITIONS FANTASY** — Paris, France

2014 June

- Concept illustration / Visual Development - [1 recommendation]

### SENIOR CONCEPT ARTIST (Games)

**UBISOFT** — Paris, France

2013 November

Unannounced Game

- Concept illustration / Visual Development - [1 recommendation]

### ART DIRECTOR | CONCEPT ARTIST (Web-Series)

**ROCKZELINE** — Paris, France

2013 March – 2013 July

**WEB-SERIE SF** - Unannounced and canceled Project

- Art direction / Concept illustration / Visual Development / Storyboard

## **ART DIRECTOR (Games)**

**Of WIZARBOX studio** — Paris, France

August 2005 – July 2013 (8 years)

- *Graphic Teams Manager / Outsourcing (France & China) / Training and Recruitment (Internship and International Freelance Artists)*
- *Management Planning and Workflow for various projects (Define planning with budget, quality and schedule constraints)*
- *Visual Development from various graphic styles 2D/3D (Cartoon, Realistic, Dark, Fantasy, Institutional...)*
- *Lead Artist 2D/3D (Concept Art, Character Design, Environment Design, Modeling and Texturing, Illustrations)*
- *Marketing (Corporate and Games)*

### **PROJECTS:**

2012/2013 - R.A.W. Unannounced project

2010/2012 - R.A.W. Realms of Ancient War (XBLA / PSN)

2009/2010 - CAPTAIN MORGANE and the Golden Turtle (PS3/PC/WII/DS)

2008/2009 - SO BLONDE back on the Island (PC/WII/DS)

2008 August - 2009 August - GRAY MATTER (PC/XBOX 360)

2008 March - December - LEA PASSION MEDECINE (Imagine Family Doctor) (DS)

2007 - CITY LIFE (DS)

2006/2009 - SCRABBLE 2007 and 2008 (PC/WII/DS)

2005/2007 - SO BLONDE (PC)

*[5 recommendations]*

## **3D ARTIST (Games)**

**WIZARBOX** — Paris, France

January 2005 – August 2005 (8 months)

PANZER ELITE ACTION - Fields of Glory (PS2):

- *Modeling and texturing (tanks, vehicles, vegetation, objects ...)*

RACING GAME (PS2):

- *Concept Art / Illustrations / Modeling and texturing race-tracks and racing cars / GUI*

## **Art Direction | Visual Dev. | Illustration | Concept Art | ... [Freelance]**

**MITSUKAI INKI**

January 2003 – Present

- *Art Direction / Visual Development 2D/3D, Illustration*
- *Architecture / Home-Staging*
- *Photo / Photo-manipulation*
- *GraphicDesign / Webdesign & Webmastering (HTML, Design, Ranking)*
- *Photography / Photo-manipulation / Stylisme*

## **WEBDESIGNER | WEBMASTER**

**QED** — Paris, France

January 2002 – January 2003 (1 year 1 month)

Web and GraphicDesign:

- *Webmastering and webdesign (Design, HTML, CSS, Ranking, Statistic.)*
- *Visual identities, Marketing Corporate*

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## Education

### **INDIVIDUAL STUDY**

Concept Art / Mattpainting / Speedpaint / 3D / Video

2001 – Currently

### **GOBELINS, l'école de l'image — Paris, France**

3D Animation

2013

### **UNIVERSITE LEONARD DE VINCI — Paris, France**

Créative Managment

2007

### **CAN-CEFAG — Paris, France**

BAC+3, 3DSmax Formation

2004

### **ITECOM OPERA Art Design — Paris, France**

BAC+2, Webmaster/Webdesigner

2002 – 2003

### **LYCEE JEAN ROSTAND (Scientific and Technical College) — Mantes, France**

BAC, STI Mechanical engineering/TSA - (Scientific industrial technologies/Technical Automated System)

1996 – 2000

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## Language

**FRENCH** – Native

**ENGLISH** - Professional working proficiency

**JAPAN** - Under training

**BRAZILIAN PORTUGUESE** - Elementary proficiency

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## Publications

### **“AZUMI NUDE” - Character Illustration**

SEXY THINGS - Sketchozine.com Vol2: The ultimate Collection of Artwork & Interviews from World's Most Talented Artists

May 6, 2012

>> <https://www.createspace.com/3730902>

>> **AMAZON:** <http://amzn.to/1S6mLA7>

### **“ABYSS TOSHI” - Concept-art**

2DARTIST MAGAZINE GALLERY

June 2013

>> **PDF:** [http://www.2dartistmag.com/artists/issue090\\_jun13/gallery.pdf](http://www.2dartistmag.com/artists/issue090_jun13/gallery.pdf)

>> **PDF:** <http://bit.ly/1oH6tji>

### **“MANDRIN” - Art Interview (FR)**

COSY Mag

July 2014

>> **PDF:** <http://bit.ly/1VCe0wQ>

>> <http://projetmandrin.com/presse/>



"Very pleasant to work with this very talented designer. She made a very good work in a good mood. "

— **Stephanie Rivoire Misiak**, *Réalisatrice chez MILLIMAGES*, encadrait Natalia RENAULT

"Natalia Renault, associe le talent avec la maitrise de son sujet. Je ne peut que la recommander au vu de son professionnalisme, de sa disponibilité et de son sens de l'écoute des besoins de son client."

— **Gilles Becq**, *Chef d'entreprise chez EDITIONS FANTASY*, a été client de Natalia RENAULT

"Natalia was interested in our project Vagabonds from the beginning. She jumped into the project with thoughtful ideas and execution. She also expressed genuine interest in the project itself, going beyond simply making the artwork. The final piece was exactly how we imagined it -- in fact, it was better. Natalia was

friendly, engaging, and very easy to work with. We are looking forward to working with her again in the near future!"

— **Nicholas Cladis**, *Chef d'entreprise chez TINY ALATAR GAME*, est client de Natalia RENAULT

"Natalia est une fille brillante et très investie dans son travail. Cela a été agréable et enrichissant d'être dans la même équipe. Vivement la prochaine prod !"

— **Jeremy MACEDO**, *Concept Artist, UBISOFT*, a travaillé directement avec Natalia RENAULT chez Ubisoft

"I have worked with Natalia for years now, and it has always been a real pleasure. She is gifted, but you don't have to believe me, just look at her portfolio. She is very professional, very structured, something that I wouldn't dare to expect from an artist of her talent. She is also working hard to improve, and years never turned off the flame of her passion, it's more of the opposite."

— **Julien Millet**, *Project Manager, WIZARBOX*, encadrait Natalia chez Wizarbox

"Natalia is a very kind art director, and highly motivated. She puts trust in her colleague, and pushes them to express their full potential. I really enjoys working with her."

— **Emmanuel Lecouturier**, était encadré(e) par Natalia chez WIZARBOX

"Natalia is a very competent and nice art director. She always had a keen eye to spot weaknesses in my work and how to improve it."

— **Séverine Dumagny**, était encadré(e) par Natalia chez WIZARBOX

"Natalia is professional colleague and a kind person, she have the faculty to be a good manager on her artistic projects."

— **Fred Augis**, *Concept artist, WIZARBOX*, était encadré(e) par Natalia chez Wizarbox

"Natalia is a really pleasant person to work with. She's got talent, is always in a good mood, and her implication and understanding of the technical constraints were real advantages on the projects we worked together."

— **Greg Joseph**, *Developpeur, WIZARBOX*, a travaillé directement avec Natalia chez Wizarbox

[Contact Natália on LinkedIn](#)

[Contact Natália by mail](#)