

Curriculum Vitae

Art Director / Animator / Game Designer



Wirz
Rinaldo
27 october 1985
Switzerland

Contact informations
(jp) +81 80 4956 3635
ryofougere@gmail.com
www.fougere.ch
Skype : rinaldowirz

Native language: **French**
Other spoken languages: **English & Japanese**
Other understood languages: **Portuguese, Spanish, Italian, German**

Computer Knowledge
- *Adobe CS : Animate, Photoshop, After Effects, Illustrator*
- *Spine, Maya, 3dsmax, Motion Builder, Unity*
- *FinalCut Pro*
- *Soundtrack, Reason*
- *Microsoft Office*

Professional experiences

Aiming Inc , Osaka, Japan

2016 - now

Logless / iOS & Android MMO RPG / 2D Animation

Momo-Pi Studio, Switzerland & Japan

2016 - now

Spirit / Game in development / Game direction & Art direction

Dengeki Playstation Award at BitSummit4th, 2016

Persephone / Game in development / Game direction & Art direction

Digital Continue, New-York, USA

2017

HeroUp / iOS & Android game / 2D Animation

Vitei Backroom, Kyoto, Japan

2016

Ghost Attackers VR / Virtual Reality Arcade Game / 3D Animation

Asahi Beer / Hakuhodo Product, Tokyo/Osaka, Japan

2016

Asahi Beer commercial for Tigers Baseball Team / Art direction & 2D Animation

Square Enix / Tokyo / Japan

2014-2015

Dragon Quest 11 / Switch game prototype / 3D Animation

Lord Of Vermillion 3 / Arcade card game / 3D Animation

Nintendo, Kyoto, Japan

2014-2015

Star Fox Zero / WiiU game / Cinematic & 3D Animation

iNiS, Tokyo, Japan

2014-2015

Dragon Reversi / OS & Android app / 2D Animation

Samurai Sword / Pachinko game / 3D Animation

EverdreamSoft, Geneva, Switzerland

Spell Of Genesis / Card game App / Cards illustrations (2016)

World Of Heroes / game prototype / Art direction & 2D animation (2013)

Swarowski, Swarovski International Holdings, Switzerland
2012
The Lovlots / Interactive promotional app. / Flash animation

Tokyo Kids, Tokyo, Japan
2008
Ayakashi, Animation series, In-between Animation

Tanuki Design, Lyon, France
2007
Lego Bionicles / promotional game / level design
Lego Technic Ferrari / promotional animation / Animation
Dating Sim / Browser game / Animation

Cinemagination, Fribourg, Suisse
2006
Max&Co / browser game / Art direction & game design

Swamp Animation, Luzern, Switzerland
2005
Hang Over / Short Animation Movie / Animation Clean up
Awarded at Solothurn animation Festival 2005

Personal projects

Captain Velvet Meteor / Short Animation Movie / Direction & Animation (2012)
Official selection at the NIFFF 2013
Tea-Boom / Short Animation Movie / Animation (2011)
Magic Bobi / Short Animation Movie / Animation (2010)
Renard / Novel / writing (2011)

Collaborations

ServantS / browser game / Art & Animation (2016)
6th place at the Ludum Dare 35th
Labyrinth of Kawarigami / browser game / Art & Animation (2016)
Global Game Jam 2016
Pelleux / Game prototype / Art & Animation (2007)

Other professional experiences

2009 - 2012
Swiss Ecology, Lausanne, Switzerland
Graphic Designer (part-time)

2008 - 2009
Homato, Center for Persons with Disabilities, Fribourg, Switzerland
Assistant/Helper

Schools and diploma

2009 – 2012
Ceruleum | School of animation and illustration in Lausanne, Switzerland
Bachelor in traditional animation and Arts

2001-2007
Emaf | School of Multimedia and Art in Fribourg, Switzerland
Multimedia Conceptor Diploma
Professional Artistic certificate