



# Théo Iparraguirre

VISUAL ARTIST 2D/3D

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

Visual & Game Artist passionate about transforming ideas into striking visuals. With experience in both 2D and 3D creation, I specialize in 3D character creation, concept art, illustration, and visual development. I bring a multidisciplinary approach that blends art direction, storytelling, and technical execution. Curious and adaptable, I thrive in collaborative projects and enjoy exploring how design and emotions intersect.

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## SKILLS

2D Production  
Visual Development

Illustration  
Concept Art  
Graphic Design

Production 3D  
Video Editing  
Motion Design

Photomontage  
Photo Editing  
Photography

## TECHNICAL

Photoshop | Illustrator | InDesign | After Effects | Adobe Premiere | Unreal Engine | Animate  
Maya | Substance Painter | ZBrush | Unity | Marmoset | Marvelous Designer | JIRA | Perforce

## EXPERIENCES

- |                            |   |
|----------------------------|---|
| 2024<br>3 months           | <b>3D Character Artist - Nin-Ja Company - Tokyo</b><br>Creation of 3D models, skinning, texturing and UE5 intergration of characters and props      |
| 2023<br>7 months           | <b>3D Artist - Nin-Ja Company - Tokyo</b><br>Created 3D models, skinning and shader work for characters and props                                   |
| 2023/2024<br>1 year & half | <b>Freelance Model- Tokyo</b><br>Missions: shootings for various agencies and brands (Adam & Ropé, Nonsense...)                                     |
| 2021/2022<br>10 months     | <b>Game Artist - Thales - Paris</b><br>Responsible for the art direction and creation of visuals (2D and 3D) for a serious game                     |
| 2020/2021<br>3 months      | <b>Concept Artist - LB Productions - Paris</b><br>Created environment concept arts, illustrations for an unannounced TV show                        |
| 2020<br>7 months           | <b>2D Artist on <u>Twin Mirror</u> - DONTNOD Entertainment - Paris</b><br>Created environment concept arts, 2D assets, paint over, illustrations    |
| 2020<br>4 days             | <b>Storyboarder, illustrator - Freelance Mission - Paris</b><br>Responsible for the storyboard of a short movie announcing a picture exhibition     |
| 2019<br>2 months           | <b>Graphic Designer - Le Comptoir des Langues - Paris</b><br>Handled the illustration of English courses, newsletters, photomontages, storyboarding |
| 2018<br>48 hours           | <b>Game Jam at the Tokyo University of Technology - Hachioji, Tokyo</b><br>Created a mobile video game with japanese students, by teams             |

## EDUCATION

- |                      |  |
|----------------------|--|
| Jan 2023<br>Aug 2023 | <b>Research Student - Tokyo University of Technology - Hachioji</b><br>Duration : 7 months - Writting a thesis about the art of fear in video games, focusing on the specific methods developed in art direction that are designed to trigger fear |
| 2017/2022            | <b><u>Game Art Master's degree</u> - Isart Digital - Paris</b><br>Duration : 3 years of Bachelor, 2 years of Master's degree- Realization of team projects, learning pre-production methods and game production                                    |

2016/2017

1st year University Technology Degree course  
(Internet and Multimedia Technologies)  
University Institute of Technology - Mulhouse - 68100

Languages : French (native speaker), English (fluent), Spanish (notions),  
Japanese (beginner)

## PROJECTS

Oct 2021  
June 2022

Game Artist - End-of-study VR team project - **Trust My Sense**

Initiated the art direction, created environment & character concept arts, produced and textured 3D assets (respecting VR constraints), animated and integrated assets

Mar 2021  
May 2021

Game Artist - RPG student team project - **The Lost Fish**

Created environment concept arts, produced and textured 3D assets, integrated assets

Dec 2020  
Mar 2021

Game Artist - Platformer student team project - **Chimerat**

Created creature concept arts, produced and animated 2D assets

Sept 2020  
(1 week)

Game Artist - Platformer student team project - **Anxiety**

Created creature concept arts, produced UI assets, illustrated the game poster

## HOBBIES

I'm passionate about psychological horror video games such as Silent Hill, Project Zero or Rule of Rose. I am really interested by the mechanisms of fear and horror art directions, which I studied in my thesis while I was at the Tokyo University of Technology. I'm also a music enthusiast of any genre, I have been playing piano since my childhood, all self-taught. I enjoy creating music in my spare time, using production softwares. I also love traveling, learning languages and Japanese culture, which really motivated me to move to Japan and dive into this exciting adventure that it was.

Google Drive : selection of work done at Nin-Ja

