



Mylène Ben Osman

2 & 3 Artist - Environment Creator

Contact

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🏠 Berlin - Prenzlauer Berg

Education

2019 - Game Design BA, Berlin
University of Europe Applied Sciences

2017 - Game Art Diploma, Berlin
SAE Institute

Skills

- Unity (1) / Unreal (2)
- Blender (1) / Maya (2)
- Substance Painter
- Zbrush
- Photoshop / Illustrator
- After Effect / Premiere Pro
- Version Control (Git)
- Visual Studio (C#)
- Reaper

Creative (open to experiment),
curious, autodidacts, team-working,
leadership

Spoken languages

French - Motherlanguage
English - C1
German - A2

Work Experiences

- From 2018 - Present **Event photograph**
For Lion's Den Soundsystem (Berlin)
- March 2022 **Game Developer**
Environment artist and game developer
for Visual DNB (Unreal)
- October 2021 **Game Jam "Coded Emotions"**
Game developer for the Komischer
Oper and Berlin Ensemble (Unity)
- April 2018 **Volunteer for Games Week**
Being part of the staff at the Berlin
festival

Personal Experiences

- From 2021 - Present **Album recording**
Music composition and recording
- From 2018 - Present **Collaboration with diverse visual
and sound artists**
- From 2009 - 2013 **Drawing lessons**
Learning of various drawing and
painting techniques

Published Games

- September 2021 **Barren Lands**
Lead environment artist - 3D artist
- July 2020 **Would you like some limbs?**
Lead environment artist - 3D artist -
Sound designer
- November - January
2020 **One week - One game**
2D & 3D artist - Game designer - Coder