Mylène **Ben Osman**

3D Artist - Environment Artist - Illustrator

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

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

Spoken languages

French - Mother language
English - C1
German - B2

Work Experiences

August 2022	**Game Artist & Game Designer**
	Game artist and game designer at Neeeu Spaces (Blender / Unity)
March 2022	**Environment Artist & Game Designer**
	Environment artist and game designer at Visual DNB (Blender / Unreal)
October 2021	**Game Jam "Coded Emotions"**
	Game artist and game designer at the Komischer Oper / Berlin Ensemble (Unity)
April 2018	**Volunteer at the Games Week**
	Being part of the staff at the Berlin Games Week 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

February 2024	**Insomnia(c)**
	Lead environment artist - 3D artist - Game designer
September 2021	**Barren Lands**
	Lead environment artist - 3D artist
July 2020	**Would you like some limbs?**
	Lead environment artist - 3D artist - Sound designer