

# Mylène Ben Osman

Illustrator - Environment Artist - Game Designer

Creative and motivated illustrator, environment artist, and game designer with a passion for capturing the mysteries of the mind and bridging different media. An eclectic profile with strong 2D and 3D knowledge, as well as a deep sensitivity to various forms of art.

## Contact

☎ +49 1 73 26 73 77 9

✉ [hello@mylene-benosman.com](mailto:hello@mylene-benosman.com)

🔗 [mylene-benosman.com](http://mylene-benosman.com)

🏠 Berlin - Prenzlauer Berg

🕒 Available now

## Education

2024 - Game Design BA, Berlin  
University of Europe Applied Sciences

2018 - 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, organized

## Spoken languages

French - Mother tongue  
English - C1  
German - B2

## Work Experiences

### Environment Artist & Game Designer, Neeeu Spaces

- August 2022
- Developed a high-resolution forest and cave scene for an archaeological and mining augmented reality project
  - Collaborated with a team to develop game mechanics for a museum tour and a mobile app

### Environment Artist & Game Designer, Visual DNB

- March 2022
- Developed and animated high-quality 3D assets for live performances and remote parties as part of a mapping collective

### Game Jam, Komischer Oper / Berlin Ensemble

- October 2021
- Collaborated with a team for several days on a game concept based on a given theme
  - Developed, animated, implemented 2D assets

### Event Photographer, Lion's Den Soundsystem

- 2018 - 2022
- Took pictures of the different night life events

### Creation of graphic visuals for diverse artists

- April 2018 - Present
- Made flyers, posters, animations, illustrations for musicians, comedians and event organizers

## Personal Experiences

### Album recording

- 2021 - Present
- Music composition and recording

### Volunteer for diverse festivals

- 2018 - Present
- Was part of the staff at: Games Week, Synästhesie, Desert Fest Berlin

### Intern in Aphram, welcome center for autistic people

- 2014
- Accompanied adult musicians with autism

## Published Games

### [Insomnia\(c\)](#)

- February 2024
- Concept Artist - Lead environment artist - 3D artist - Game designer - Music composer

### [Barren Lands](#)

- September 2021
- Lead environment artist - 3D artist

### [Would you like some limbs?](#)

- July 2020
- Lead environment artist - 3D artist - Sound designer