

GUILLAUME GODER

CONCEPT ARTIST

Portfolio Website: guillaumedesign.ca

Montréal, QC, Canada

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Bilingual — English & French

PROFESSIONAL EXPERIENCE



LITTLE GUY GAMES

Lead Concept Artist

Project: Home Run Derby VR & Wings of Wanitu

Nov 2021 – Aug 2025

Workflow Focus: Visual Development & Game UI Art Direction

- Briefing & Visual Strategy**
Translated creative briefs into compelling visual strategies through extensive mood boarding, reference gathering, and Blue-Sky conceptualization to define the visual identity of Home Run Derby VR.
- Thumbnailing & Silhouette Exploration**
Conducted rapid silhouette exploration and iterative sketching to establish strong visual foundations for characters, props, and environment assets across multiple game projects.
- Design Development & Value Studies**
Applied value-based greyscale painting and colour roughing to define form and emotional palettes, bridging the gap between concept and production for both environment and character assets.
- Final Illustration & Technical Callouts**
Delivered high-fidelity hero assets with orthographic views and detailed material callouts, enabling smooth handoff to 3D modellers and the technical art team.
- Technical Handoff & Paintovers**
Collaborated closely with 3D and Technical Art departments, providing corrective paintovers and asset reviews to maintain visual fidelity and brand consistency in-engine.



COSMIC GAMES STUDIO

Lead Concept Artist

Project: STARQUEST

Oct 2019 – Nov 2020

Workflow Focus: World-Building, Character Design & 3D Concept Pipeline

- World-Building & Environment Concepts**
Led visual development for Starquest's sci-fi universe, producing environment sketches and atmospheric paintings that established the game's core aesthetic identity.
- Character Design & Iteration**
Designed hero and NPC characters from thumbnail to final sheet, delivering orthographic turnarounds and expression guides for the 3D modelling team.
- 3D Concept Pipeline**
Engineered environment sketches and texture sets using PBR workflows, optimizing 2D concept assets for seamless implementation in Unreal Engine 5.



TELUS DIGITAL

Visual Designer

Jan 2019 – Apr 2019

Workflow Focus: Brand Illustration & Marketing Asset Production

- Brand Illustration**
Produced on-brand illustrations and visual assets for TELUS digital marketing campaigns, maintaining strict adherence to brand guidelines across all deliverables.
- Marketing Asset Production**
Created hero-level promotional visuals and iconography for web and social platforms, collaborating with the marketing team to meet campaign deadlines.

EDUCATION

Bachelor of Design in Illustration

OCAD University

2015 – 2020

LANGUAGES

Fluent in English & French

CERTIFICATIONS

User Experience in Game Design

Epic Games / Coursera

May 2026

User Interface in Game Design

Epic Games / Coursera

May 2026

SKILLS

Concept Art Skills

- Briefing & Research**
Translating creative briefs into visual strategies via mood boarding, reference gathering, and Blue-Sky conceptualization.
- Thumbnailing & Blueprinting**
Rapid silhouette exploration and iterative sketching to establish strong visual foundations for characters and props.
- Design Development**
Value-based greyscale painting and colour roughing to define form and emotional palettes before final production.
- Final Illustration & Technical Callouts**
High-fidelity hero assets, orthographic views, and detailed material callouts for 3D modelling handoffs.
- Technical Handoff & Paintovers**
Collaborating with 3D and Technical Art teams, providing corrective paintovers to ensure asset fidelity in-engine.

3D Concept Skills

- Digital Sculpting & Block-outs**
ZBrush and Blender for high-fidelity 3D under-paintings — perfect perspective, anatomy, and lighting for character and environment concepts.
- PBR Texturing & Materiality**
Substance Painter to define realistic material responses (metal, cloth, skin) before final 2D paint-overs.
- Real-time Visualization**
Unreal Engine 5 for rapid scene staging, camera composition, and atmospheric lighting as world-building foundations.

Software

- Photoshop
- ZBrush
- Blender
- Substance Painter
- Unreal Engine 5
- Figma