

Basile Buisson

.Art Director and Motion Designer

67 Rue saint maur
75011 Paris
contact@basilebuisson.com
website : www.basilebuisson.com
blog : www.fakeformat.tumblr.com
Artstation : www.artstation.com/basilebuisson
Tel. : +[33] 6 66 41 01 14



◆ Education:

2016 : Learning course Drama-Drama : Introduction to writing a movie script, Paris.
2010 - 2011 : Higher technical diploma specialized in graphic and motion design; awarded by Gobelins, Paris.
2008 - 2010 : BTS diploma in Visual Communication option Multimédia in Estienne, Paris.
2006 - 2008 : Baccalauréat STI arts appliqués, equivalent to A levels high school diploma; specialty in creative art.

◆ Work experiences :

2017 - 2018 : Freelancing as AD and motion designer for brand like Cartier, Under armour, Sixpack, Chanel...
2011 - 2017 : 5 years as AD/Multimedia director at Superbien Agency (Paris)
2011 - 2017 : Creating show for artist : Busy P / Nekfeu / Birdy Nam Nam / Cassius / Vald / S-crew / Kungs
2013 : D&AD of the promotionnel spot for vOPhoniQ LP: Cosmogonie Essence.
2011 : Visual communication of the Baleapop Festival number#2.
2010 : 1-month intership with Directors crew Megaforce(Paris).
2010 : D&AD of the music video "Robot Tribe" Matthys (Vimeo staff pick).
2010 : 2-month intership at the motion design studio, Mathematic(Paris).

◆ Expositions/Contests/Articles :

2014 : Selection in the 50 best french Motion designer by "Le blog du webdesign".
2013 : Performance "STIGMA" at dame de canton (paris).
2012 : Interview publish in the magazine "NRC".
2012 : Broadcast of three video pieces on the "Souvenir from Earth" channel.
2011 : Video Installation exposed at baleapop#2 festival.
2011 : Exposition 2372568339, Pensée d'un bordel contemporain with collectif VDMC.
2010 : Winner of the prize "Prix Coup de coeur Junior" at 17em Trophée Presse Citron.

◆ Creative fields :

Artistic Direction, Motion Design, Graphic Design, 3D artist, Concept design, Video mapping.

◆ Technical skills :

Adobe After Effects, Photoshop, InDesign, Illustrator, Premiere.
Cinema 4d, Octane render, Zbrush, Marvelous designer, Substance painter