

# MANON DIAWARA MARIAM

## CONCEPT ARTIST

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## PROFESSIONAL SUMMARY

Recent Master's graduate in 2D Animation specializing in Character Design and Visual Development. Passionate about visual storytelling and concept art for animated productions, with expertise in character design, prop design, turnarounds, and expression sheets. Strong skills in digital illustration, anatomy, color theory, and composition using industry-standard software. Seeking a Character Designer, Concept Artist, or Visual Development Artist role within the animation or game development industry.

## CORE SKILLS

- Gesture Drawing & Dynamic Posing
- Shape Language & Silhouette Design
- Facial Expressions & Emotion Portrayal
- Style Guide Development
- Mood Boards & Visual Research
- Pre-Production & Concept Iteration
- Lighting & Material Rendering

## SOFTWARE

- Adobe Photoshop
- ToonBoom Harmony
- ToonBoom StoryBoard Pro
- Adobe After Effect
- Adobe Animate

## RELEVANT EXPERIENCE

### Character Designer & Visual Development Artist L'Étranger (Master's Thesis)

2024-2025

- Created character and prop designs inspired by ancient Middle Eastern cultures through visual research
- Developed character turnarounds, expression sheets, and style guide documentation
- Collaborated throughout pre-production and production pipeline

## EDUCATION

### Master of Arts in 2D Animation

Sept 2022 - June 2025

ECV, Paris  
Character Design Specialization

### Bachelor of Applied Arts

Sept 2019 - June 2022

LISAA, Paris  
Graphic Design

## LANGUAGES

- French: Native
- English: Fluent / Professional Working Proficiency