# CONCEPT ART AWARDS
# JURADO 2022

## Elodie Mondoloni

Elodie Mondoloni is a French concept artist working in the video game and entertainment industry.

She started her journey as a versatile artist working for indie game studios, but a concept artist position at Frontier Developments brought Elodie to the United Kingdom and helped bolster her career by working on titles such as Planet Zoo and Elite Dangerous.

In recent years she transitioned to be a freelance concept artist and art director, involved on early and pre-production stages of development for several AAA games studios and tech companies on many unannounced projects.

She is currently working at the concept art studio Umeshu Lovers where she is designing for the video game, animation, and entertainment industry.

Her hybrid workflow is deeply influenced by her background in 3D art and allowed her to develop a strong passion for shape language and architecture. Elodie is compelled to visually express the storytelling behind every environment and props and treat them as characters with their own personality.

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