

ROMAIN LAFORET

CINEMATIC DIRECTOR & SENIOR STORYBOARD ARTIST

romain.laforet@gmail.com | Artstation Portfolio | LinkedIn Profile

Lyon, France • Open to Relocation & Remote

PROFESSIONAL SUMMARY

Visionary **Cinematic Director and Storyboard Artist** with 15+ years of experience driving the visual narrative of AAA blockbuster video games. Specialized in translating complex scripts into dynamic, high-octane cinematic sequences through expert draftsmanship and narrative drawing. Proven ability to bridge the gap between compelling storytelling and visual development, mastering cinematic pacing, action staging, and immersive world-building.

PROFESSIONAL EXPERIENCE

Senior Look Development Artist

Mar 2026 – Present

Xilam Animation & The LEGO Group

- **Visual Identity & Look Dev:** Pioneered early visual development for upcoming IPs, establishing definitive lighting intents, color scripts, and overarching style guidelines.

Cinematic Director

Apr 2025 – Feb 2026

Ubisoft (Unannounced Project)

- **Cinematic Direction:** Directed the complete visual narrative pipeline for a major unannounced AAA title, overseeing the transition from script to screen.
- **Storyboarding & Pacing:** Crafted high-end cinematic storyboards, defining camera angles, timing, and emotional beats for critical story sequences.
- **Visual Development:** Produced core concept art and look development to establish the artistic pillars of the game's cinematics.
- **Environment & Matte Painting:** Executed detailed matte paintings to expand the scale and immersion of key narrative backgrounds.

Senior Storyboard & Concept Artist

2020 – 2025

Ubisoft (Various Studios)

- **Assassin's Creed Shadows & Hexe:** Directed the visual pacing of key action sequences and cinematics. Architected critical narrative storyboards for highly confidential, lore-heavy moments.
- **Star Wars Outlaws:** Spearheaded "Master Moods" and keylighting pre-visualization. Collaborated directly with cinematic directors to establish dramatic focal points.

Ubisoft (Continued)

- **Prince of Persia: The Lost Crown:** Storyboarded fast-paced 2.5D combat mechanics, focusing heavily on action readability, visual impact, and dynamic framing through expert line work.

Concept & Storyboard Artist (Freelance)

2009 – 2020

Various AAA & Entertainment Studios

- **Visual Storytelling:** Produced extensive storyboards, concept art, and narrative illustrations for diverse entertainment projects, consistently delivering high-quality draftsmanship and compelling compositions.

CORE COMPETENCIES & TOOLS

VISUAL STORYTELLING

Cinematic Direction
Narrative Drawing
Action & Combat Pacing
Storyboarding
Animatics

ART DIRECTION

Concept Art
Matte Painting
Look Development
Color Scripting
Visual Identity

SOFTWARE

Photoshop
Blender