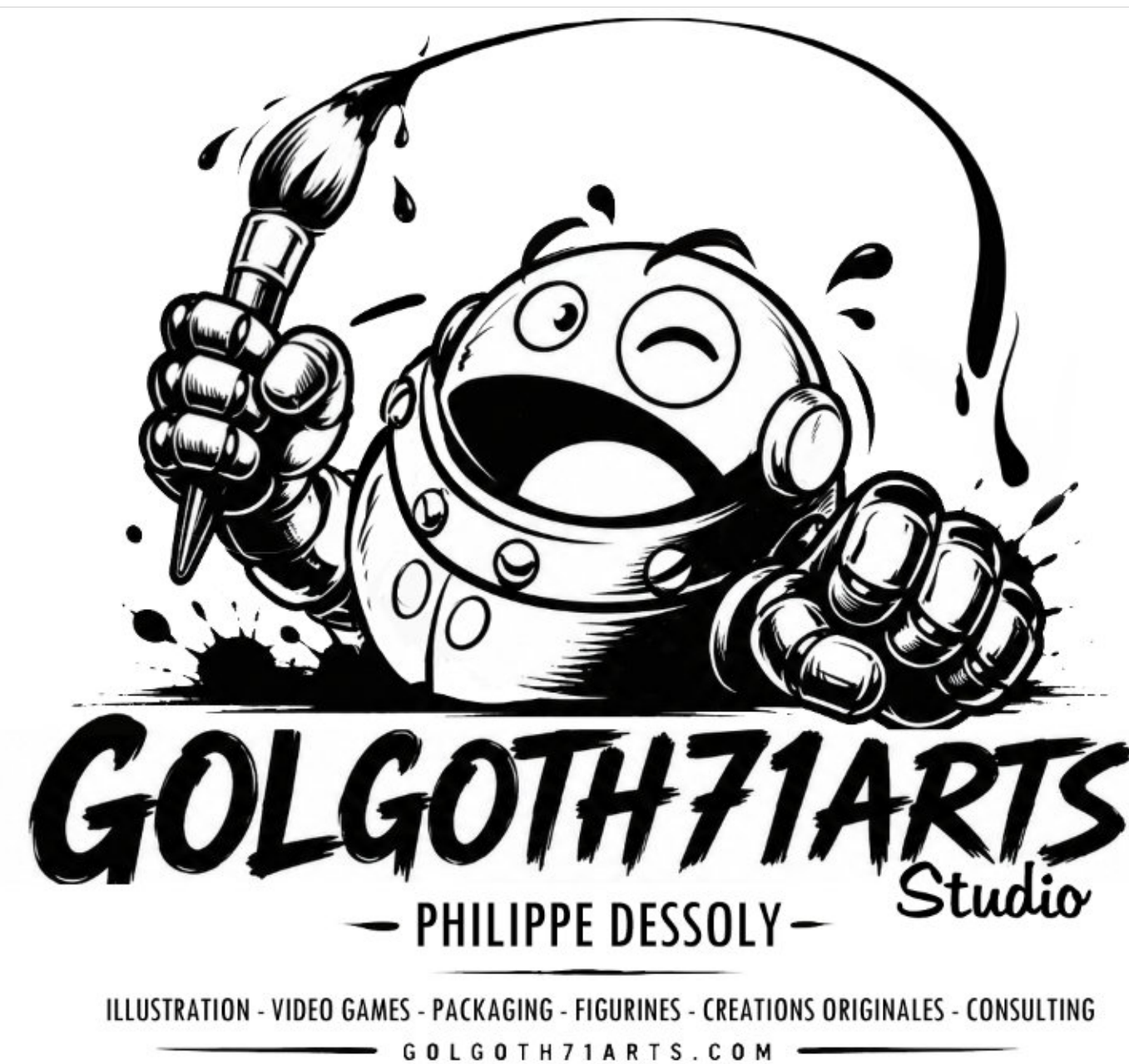




Philippe Dessoly

Senior Concept Artist / Art Director / Character Designer



Philippe Dessoly is a French Senior Concept Artist, Art Director and Illustrator with more than 35 years of professional experience in the video game industry. He began his professional career at Ocean Software, one of the United Kingdom's leading video game publishers and developers

Over the years, he has contributed to numerous acclaimed titles including **Toki**, **Beach Volley**, **Ivanhoe**, **Snow Bros** and many others. In 1992, he created **Mr. Nutz**, the award-winning platform game for the Super Nintendo, recognized as Best Platform Game and Best Newcomer, with more than **one million copies sold** worldwide.

Alongside his work in video games, Philippe has collaborated on several major licensed properties. He served as the official illustrator for **Grendizer (Goldorak)** and also worked on renowned franchises such as **City Hunter**, **Captain Harlock (Albator)** and **Ulysses 31**, producing illustrations, packaging, collectible figures, posters and promotional artwork.

During his career, Philippe has contributed to **more than 100 published video games**, leaving a lasting mark on several generations of players while regularly meeting fans at conventions and international events.

Most recently, he served as **Art Director** on **Astérix & Obélix: Baissez-les tous! I & II**, **Joe & Mac: Caveman Ninja**, **Toki Remake** and **Grendizer UFO Robot**.





Philippe Dessoly

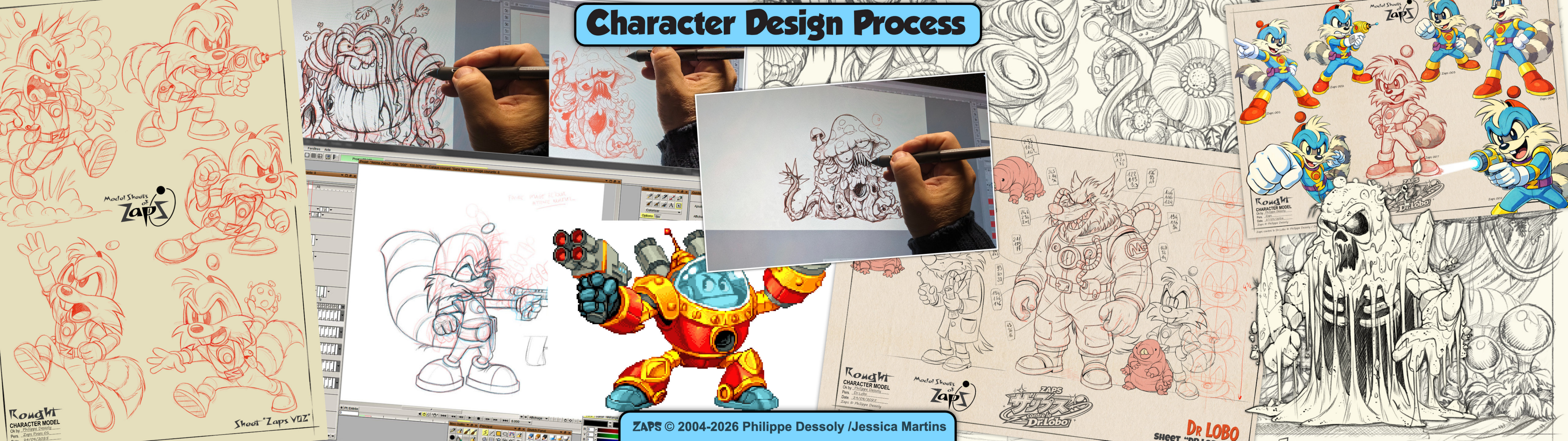
100+ Published Games
35+ Years in Game Development
Creator of Mr Nutz
Art Director & Concept Artist



Selected Concept Art & Production Work



Character Design Process



ZAPS © 2004-2026 Philippe Dessoly / Jessica Martins



TOKI
ARCADE

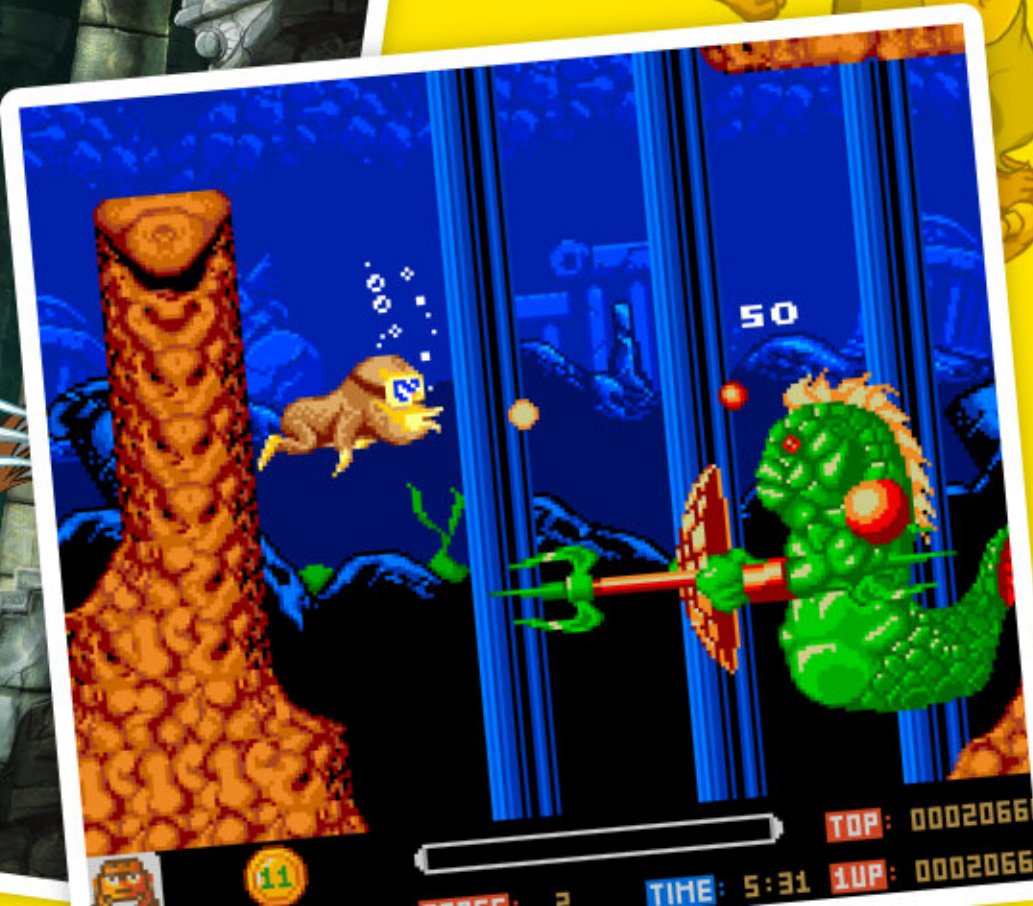
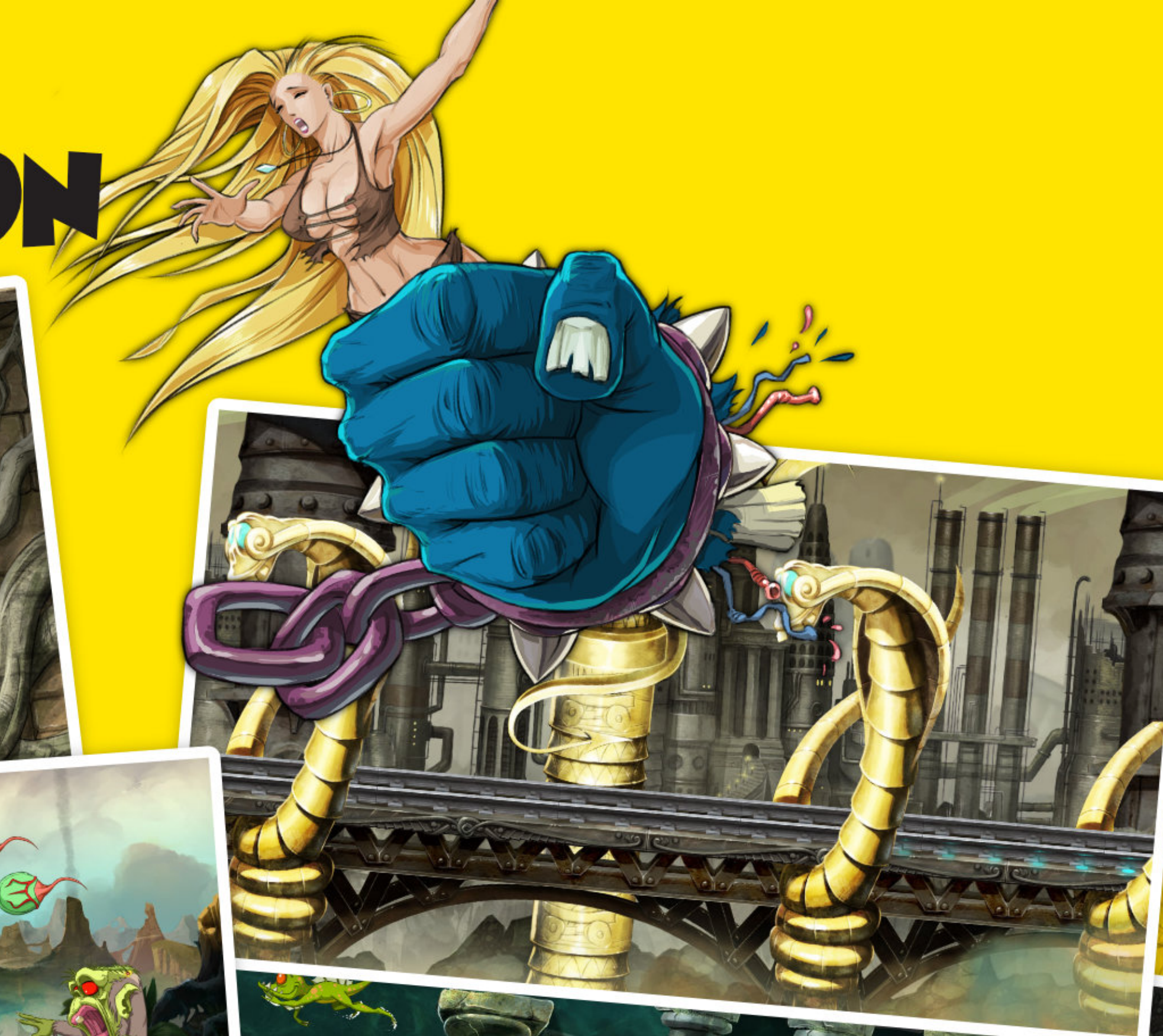


Adaptation



AMIGA
Ataris ST
Switch
Xbox

TOKI
ADAPTATION



JOE & MAC ARCADE

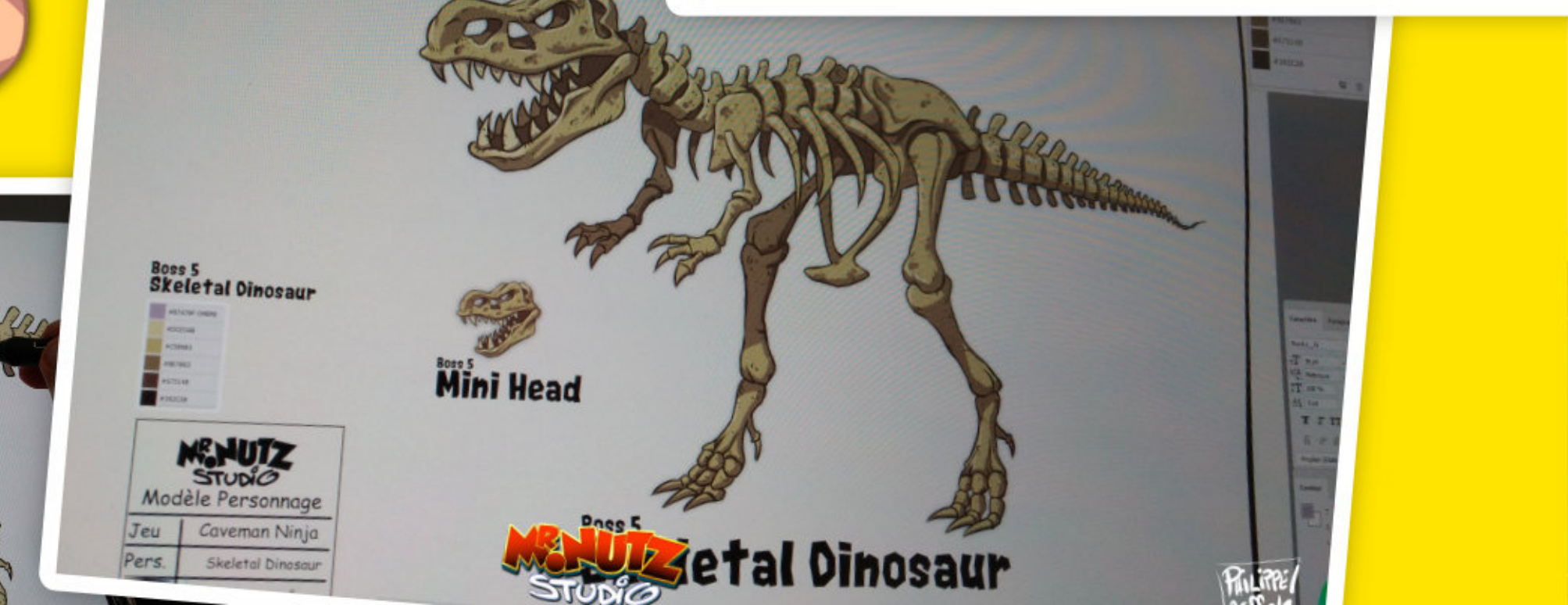


Adaptation



Switch
Xbox
Ps4

JOE & MAC ADAPTATION



PROFILE

Creator of Mr. Nutz and contributor to more than 100 published video games since beginning his career at Ocean Software. Experienced in developing original IPs and working on internationally recognized licensed properties, from early concept exploration to production-ready artwork.

CORE SKILLS

Character Design
Creature Design
Environment Design
Prop Design
Visual Development
Art Direction
Key Art
2D Animation
Adobe Photoshop
Clip Studio Paint EX
TVPaint
Aseprite

PROFESSIONAL EXPERIENCE

Freelance Senior Concept Artist / Art Director
1989 – Present

35+ years of professional experience
Contributed to more than 100 published video games
Original IP development
Character, creature and environment design
Production-ready concept art
Close collaboration with multidisciplinary development teams

SELECTED PROJECTS

Mr. Nutz — Creator, Character Designer & Animator

Toki Remake — Art Director,
Background Artist & Animator

Joe & Mac Remake — Art Director

Hammerin' Harry — Art Director

Astérix & Obélix: Baissez-les tous! I & II — Art Director,
Background Artist & Animator

Ocean Software — Game Artist (Amiga & Atari ST)
Additional projects available in portfolio ...

OFFICIAL LICENSES

Grendizer (Goldorak)
City Hunter
Captain Harlock (Albator)
Ulysses 31

PORTFOLIO

www.golgoth71arts.com



Site Web: golgoth71arts.com
Linkedin : Philippe Dessoly
Contact: contact.golgoth71arts@gmail.com

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