

PERSONAL INFORMATIONS

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Born: 28/04/71 , French citizenship.
Freelancer: in France, subscribed to "La Maison des Artistes".

WORKING EXPERIENCE

MARCH 2008 TO JUNE 2008: CANTOCHE LIVING ACTOR AVATARS

Work place: teleworking from home, for Cantoche (<http://www.cantoche.com>), France.
Position: character animator.
Tasks: animated real time 3d actors.
Softwares used: XSI 5.
Client: Banks, for their personnel's training.

NOVEMBER 2007 AND JANUARY 2008: NEOSHIFTERS, TV commercial

Work place: teleworking from home, for Skuad Studios (www.skuadstudios.com), Canada.
Position: rigger.
Tasks: rigged complex 3d transformer robots that are toys in real life.
Softwares used: XSI 6.5.
Client: Mega (toys manufacturer), Neoshifter TV commercial broadcast in North America (www.neoshifters.com) .

DECEMBER 2007: THE STRETCHTOES & THE RONDOS, 3d animated children's TV series

Work place: Pinka Productions (<http://www.pinka-prod.com/>), Annecy, France.
Position: modeller.
Tasks: modeled 3d props and settings.
Softwares used: XSI 6.5.
Client: TV channels, broadcast in France and abroad. French name : "Elasto-Culbuto"

NOVEMBER 2006 TO AUGUST 2007: DARKFALL, online multi player role playing video game

Work place: Aventurine, Athens, Greece, <http://www.aventurine.gr/> .
Position: 3d character animator.
Tasks: animated humanoid and 4 legged creatures, skinned characters, animated particles for explosions.
Softwares used: 3dsMax 8 and especially the Character Studio part, XSI 6.
Client: Darkfall's game publisher, game sold worldwide (see <http://www.darkfallonline.com/>).

OCTOBER 2006: MISTER GLUESOME, animated short

Work place: from home, personal project
Tasks: modeled, textured, created materials, lighted, animated the character, used the animation mixer, rendered, sound edited, video edited, DVD authored, and everything else.
Softwares used: XSI 5, Photoshop 8, Sony Vegas 6 & DVD Architect 3.
Client: personal project, broadcast on the web (<http://www.davidsaber.com>).

MAY 2006 TO SEPTEMBER 2006: PET ALIEN 2, 3d animated children's TV series

Work place: Antefilms, Angouleme, France, <http://www.antefilms.com/>

Position: 3d modeler.

Tasks: modeled characters, cloths and props.

Softwares used: XSI 5.

Client: Cartoon Network, series broadcast on TV channels worldwide (<http://www.petalien.com/>).

JANUARY 2006 TO MAY 2006: CODE LYOKO 3, 3d animated children TV series

Work place: Antefilms, Angouleme, France, <http://www.antefilms.com/>

Position: 3d character animator and layout operator.

Tasks: animated characters and organized layouts according to the storyboard.

Softwares used: XSI 5.

Client: Cartoon Network, series broadcast on TV channels worldwide (<http://www.codelyoko.com/>).

JANUARY 2005 TO OCTOBER 2005: CODE LYOKO 2, 3d animated children TV series

Work place: Antefilms, Angouleme, France, <http://www.antefilms.com/>

Position: 3d character animator and layout operator.

Tasks: animated characters and organized layouts according to the storyboard.

Softwares used: XSI 4.

Client: Cartoon Network, series broadcast on TV channels worldwide (<http://www.codelyoko.com/>).

DECEMBER 2004 AND OCTOBER TO DECEMBER 2005: INVISIBLE MAN, animated children TV series

Work place: Antefilms, Angouleme, France, <http://www.antefilms.com/>

Position: 3d animator and layout operator.

Tasks: animated characters, vehicles, organized layouts according to the storyboard.

Softwares used: XSI 4, Digital Fusion 5.

Client: Cartoon Network, series broadcast on TV channels worldwide (<http://im.brb.es/>).

OCTOBER 2004 TO DECEMBER 2004: RENAULT MEGANE TROPHY, car presentation

Work place: Pagecran, Versailles, France, <http://www.pagecran.fr/>

Position: 3d all-rounder.

Tasks: textured, created materials, and rendered a prototype of a Renault sport car, created particles for its aerodynamics, animated the car and its engine.

Softwares used: XSI 5.

Client: Renault, cdrom given to partners and documentary broadcast on French TV (http://www.renault-sport.fr/fr/world_series/megane_trophy/).

SEPTEMBER 2004 TO OCTOBER 2004: L'OBESITE, TV documentary

Work place: Les Astronautes, Paris, France, <http://www.l-a-prod.com/>

Position: 3d all-rounder.

Tasks: modeled, textured, animated and rendered the effects of obesity on the human body.

Softwares used: XSI 4, Photoshop.

Client: TV5 channel, documentary broadcast on French TV.

SEPTEMBER 2004: JOHNSON FRESHENER, TV commercial

Work place: Cube Creative, Paris, France, <http://www.cube-creative.com>

Position: 3d all-rounder.

Tasks: animated particles to represent a spray chasing the smell of shoes.

Softwares used: XSI 4.

Client: Johnson, commercial broadcast on French TV.

AUGUST 2004: HUBER, corporate movie

Work place: Cube Creative, Paris, France, <http://www.cube-creative.com>

Position: 3d all-rounder.

Tasks: modeled and animated the inside of the human body, on which the HUBER machine strengthens the spinal column.

Softwares used: XSI 4.

Client: LPG Endermologie, movie supplied on DVD and web for buyers

JUNE 2004: PARIS BREST, short movie

Work place: teleworking at home for L'Age d'Or, Paris, France, <http://www.agedor-prod.com>

Position: 3d all-rounder.

Tasks: animated leaves flying over a camera mapped video scene of the movie.

Softwares used: XSI 4, Photoshop.

Client: L'Age d'Or, movie broadcast in festivals.

MARCH 2004: TOMTOM ET NANA, animated children TV series

Work place: teleworking from home for Jufox, Paris, France, <http://www.jufox.com/>

Position: 3d all-rounder.

Tasks: recreated in 3d modeling and materials a character of the famous comic strip, toon rendered the character.

Softwares used: XSI 4, Photoshop.

Client: Jufox, series broadcast on French TV.

FEBRUARY 2004: MOBILIER, for arch viz

Work place: teleworking for 3dgoyon, Paris, France, <http://www.3dgoyon.com/>

Position: 3d modeler.

Tasks: modeled furniture for 3d building interiors.

Softwares used: XSI 4.

Client: 3dgoyon, movie supplied on DVD for real estate promoters.

OCTOBER 2003 TO JUNE 2004: ARCHITECTURAL VISUALISATIONS

Work place: Bcome, Paris, France, <http://www.groupeb.com/>

Position: 3d allrounder.

Tasks: constructed 3d buildings from the architects' plans, textured, lighted them, reproduced their environments, animated cameras, photoshoped textures, managed network rendering.

Softwares used: XSI 4, Photoshop.

Client: Ocde, Coprim, Cogedim, Mab, movies supplied on DVD for real estate promoters.

AUGUST 2003: NOBLE ART, French rap band I AM's videoclip

Work place: API, Paris, France, <http://www.api-productions.com/>

Position: 3d allrounder.

Tasks: animated 3d characters, mixed existing animations, animated vehicles, organized scene layouts, rendered scenes, managed network rendering.

Softwares used: XSI 4.

Client: I AM, videoclip broadcast on MTV and other worldwide channels.

JUNE 2003 TO JULY 2003: CHOC INFO, magazine

Work place: teleworking for Choc Info, Paris, France

Position: desktop publishing operator.

Tasks: created the layout of a magazine.

Softwares used: Indesign 2, Photoshop.

Client: Choc Info.

NOVEMBER 2002 TO DECEMBER 2002: THE FROG 2, animated short

Work place: from home, personal project

Tasks: modeling, texturing, materials, lighting, character animation, animation mixer, rendering, sound editing, DVD authoring, and everything else.

Softwares used: XSI 3, Photoshop, Soundforge, Premiere, ReelDVD.

Client: personal project, broadcast on the web and on various TV channels.

FEBRUARY 2002 TO SEPTEMBER 2002: GREANWOLD, movie project

Work place: teleworking from home, for You And Me, Canada

Tasks: modeled 3d characters according to reference drawings.

Softwares used: XSI 2 & 3.

Client: You and Me.

DECEMBER 2001 TO JANUARY 2002: SKIPPY THE OCTOPUS

Work place: teleworking from home, for Crystal Productions

Position: 3d allrounder.

Tasks: modeled, toon textured, rigged, animated, toon rendered a cartoon style octopus.

Softwares used: XSI 1.5, Photoshop.

Client: Octopus used in a TV commercial about sodas, broadcast on RFO, French TV channel.

MARCH 2001 TO NOVEMBER 2001: OAKIS, permanent job

Work place: Oakis, Paris, France

Position: 3d allrounder.

Tasks: modeled, textured, lighted, rendered the room of the "Eraserhead" movie, created other various 3d graphics for clients of Oakis.

Softwares used: Maya 3, Photoshop.

Client: Oakis.

1995 TO 1998: DESKTOP PUBLISHING

Work place: various companies, Rennes, France

Position: desktop publishing operator.

Tasks: layouts for magazines and documents.

Softwares used: Quark XPress, Photoshop, CorelDraw.

Client: various.

1993 TO 1995: SCHOOL SUPERVISOR

Work place: various schools, Bretagne, France

EDUCATION

- **DESS Images de synthèse:** A level 5 diploma training in 3d graphics, 2d, VRML, animation, cinema, story board, at the University of Strasbourg, France, 2000.
- **Diplôme Universitaire Multimedia:** Training in Cdrom editing and web design, level 4 diploma, University of Strasbourg, France, 1999.
- **Licence d'Arts Plastiques:** Degree in Visual Arts, Plastic Arts (http://en.wikipedia.org/wiki/Plastic_arts) University of Rennes, France, 1996.
- **Evening drawing lessons:** At the Fine Arts School : Ecole des Beaux Arts of Rennes, France, 1990-1992.
- **Languages:** French, English, Greek (learning).
- **Driving license:** French "Permis B".

COMPUTER SKILLS

3D GRAPHICS

Softimage XSI 6.5: 8 years, character animator and 3d all-rounder

Zbrush 3 : 1 year

3dsMax 2008: 1 year, especially the Character Studio part

Maya 3: 1 year

2D GRAPHICS

Adobe Photoshop 10 cs3, Corel Draw 12, Illustrator .

COMPOSITING AND VIDEO EDITING

Xsi 6.5, Sony Vegas 8, Adobe Premiere 6, Digital Fusion 5

INTERACTIVE MEDIAS (WEB SITE, CDROM & DVD VIDEO)

Flash 9 CS3 (with ActionScript 3), Dreamweaver 9 cs3, Sony Dvd architect 4.5, Director 7

AUDIO EDITING

Soundforge 9

PROGRAMMING LANGUAGES

ActionScript 3, Javascript, VBscript, Xsi scripting, Wsh, Xhtml

DESKTOP PUBLISHING

Indesign 3