

## PERSONAL INFORMATION

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**Address:** 2 Rue Léonard Jarraud, bat D apt 422, 16000 Angoulême, France

**Born:** 28/04/71, french citizenship.

**Freelancer:** in France, registered to "La Maison des Artistes".

## WORKING EXPERIENCE

### JUNE 2011 TO AUGUST 2011: THE GARFIELD SHOW SEASON 3, 3d animated children TV series

**Work place:** Once Upon a Toon, Angoulême, France (<http://www.onceuponatoon.fr/>).

**Position:** 3d character animator.

**Tasks:** animated characters according to the storyboard, 8 seconds per day.

**Software used:** Softimage 7.5 with the "Ellipse ToonMan" plugins.

**Client:** Dargaud Media, series broadcast on TV channels worldwide (<http://www.thegarfieldshow-diary.com>).

### SEPTEMBER 2010 TO JULY 2011: 2D GRAPHICS AND WEB DESIGN TEACHING

**Work place:** Greta & LISA, Angoulême, France.

**Position:** teacher.

**Tasks:** taught several 2d graphic applications including Adobe Photoshop, Illustrator, Indesign, and how to build a web site.

**Software used:** Adobe CS3: Photoshop, Illustrator, Indesign, Quark Xpress, Dreamweaver.

**Client:** Greta Charente (<http://www.gretacharente.com>) and LISA (<http://www.lyc-lisa.ac-poitiers.fr>).

### JANUARY 2009 TO MARCH 2011: AUTODESK SOFTIMAGE XSI TEACHING

**Work place:** École des Métiers du Cinéma D'animation, Angoulême, France, and ESTEI, Bordeaux, France.

**Position:** teacher.

**Tasks:** taught general 3D including Autodesk Softimage, Zbrush, character animation, etc. In Angoulême: the students were employed in a company switching to Softimage. In Bordeaux: they were in their Master years.

**Software used:** Softimage 7 to 2011, Zbrush 3.5.

**Client:** École des Métiers du Cinéma D'animation (<http://www.angouleme-emca.fr/>) and ESTEI (<http://www.estei.fr>).

### DECEMBER 2008 TO JANUARY 2011: RUSTICA SWALLOW BIRD

**Work place:** teleworking from home, and at Spirale Productions, Brest, France ([www.spirale-production.fr/](http://www.spirale-production.fr/)).

**Position:** modeler, rigger, animator, tester.

**Tasks:** creation of a swallow bird for a real time engine, a demo clip, and a documentary: modeling, skeleton, textures, ICE tests for the body feathers, rig in collaboration with Jo Plaete, animations, rendering, plugins testing, team communications, reports writing, and various other tasks.

**Software used:** Softimage 7.5 to 2011, custom Softimage plugins, Photoshop CS4.

**Client:** Spirale Productions, Brest, France.

#### **OCTOBER 2008 TO JANUARY 2009: MEDICAL VISUALISATIONS**

**Work place:** teleworking from home, for Melody Publicis Healthcare ([www.melody.fr](http://www.melody.fr)), Montpellier, France.

**Position:** 3d all-rounder.

**Tasks:** modeled, textured and rigged a pair of glasses. Modeled, textured, rendered a human eye, animated particles in the inside of this eye and created other medical items.

**Software used:** XSI 7.

**Client:** Essilor and Alcon.

#### **MARCH 2008 TO JUNE 2008: CANTOCHE LIVING ACTOR AVATARS**

**Work place:** teleworking from home, for Cantoche (<http://www.cantoche.com>), France-USA.

**Position:** character animator.

**Tasks:** animated real time 3d actors.

**Software used:** XSI 5.

**Client:** « Centre de formation de la profession bancaire », for their personnel's training.

#### **NOVEMBER 2007 AND JANUARY 2008: NEOSHIFTERS, TV commercial**

**Work place:** teleworking from home, for Skuad Studios ([www.skuadstudios.com](http://www.skuadstudios.com)), Montreal, Canada.

**Position:** rigger.

**Tasks:** rigged complex 3d transformer robots that are toys in real life.

**Software used:** XSI 6.5.

**Client:** Mega (toys manufacturer), Neoshifter TV commercial broadcast in North America ([www.neoshifters.com](http://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:** modeler.

**Tasks:** modeled 3d props and settings.

**Software 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.

**Software used:** 3dsMax 8 and especially the Character Studio part, XSI 6.

**Client:** Aventurine, 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.

**Software used:** XSI 5, Photoshop 8, Sony Vegas 6 & DVD Architect 3.

**Client:** personal project, broadcast on the web (<http://www.dauidsaber.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.

**Software used:** XSI 5.

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

**JANUARY TO OCTOBER 2005 & JANUARY TO MAY 2006: CODE LYOKO 2 & 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.

**Software used:** XSI 4 & 5.

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

**DECEMBER 2004 AND OCTOBER TO DECEMBER 2005: INVISIBLE MAN, 3d 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.

**Software 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.

**Software 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/](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.

**Software 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.

**Software 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.

**Software 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.

**Software 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.

**Software used:** XSI 4, Photoshop.

**Client:** Jufox, series broadcast on French TV.

**FEBRUARY 2004: FURNITURES MODELS, for architectural visualizations**

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

**Position:** 3d modeler.

**Tasks:** modeled furniture for 3d building interiors.

**Software 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 all rounder.

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

**Software 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 video clip**

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

**Position:** 3d all rounder.

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

**Software used:** XSI 4.

**Client:** I AM, video clip 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.

**Software 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.

**Software used:** XSI 3, Photoshop, Soundforge, Premiere, Reel DVD.

**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.

**Software 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 all rounder.

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

**Software 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 all rounder.

**Tasks:** modeled, textured, lighted, rendered the room of the “Eraser head” movie, and created other various 3d graphics for clients of Oakis.

**Software 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.

**Software used:** Quark XPress, Photoshop, CorelDraw.

**Client:** various.

### **1993 TO 1995: SCHOOL SUPERVISOR**

**Work place:** various schools, Bretagne, France, during my studies years.

## **EDUCATION**

- **DESS Images de synthèse:** level 5 Master in 3d graphics, 2d, VRML, animation, cinema, story board, Softimage 3D 3.8, XSI 1, at the University of Strasbourg, France, 2000.
- **Diplôme Universitaire Multimedia:** level 4 Master in Cdrom editing and web design, at the University of Strasbourg, France, 1999.
- **Licence d'Arts Plastiques:** Degree in Visual Arts, Plastic Arts ([http://en.wikipedia.org/wiki/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”, owning a car.

# COMPUTER SKILLS

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## 3D GRAPHICS

**Autodesk Softimage XSI 2012:** used during 11 years, used currently, character animator and 3d all-rounder, user and instructor.

**Zbrush 3.5:** used during 1 year, last used in 2010.

**3dsMax 2008:** used during 1 year, last used in 2007, especially the Character Studio part

**Maya 3:** used during 1 year, last used in 2003.

## 2D GRAPHICS

**Photoshop 12 cs5:** used during 15 years, used currently, user and instructor.

**Illustrator 15 cs5:** used during 6 years, used currently, user and instructor.

**Corel Draw 12:** used during 6 years, last used in 2003.

## COMPOSITING AND VIDEO EDITING

**Autodesk Softimage 2010:** used during 10 years, used currently.

**Sony Vegas Pro 9:** used during 6 years, used currently.

**Virtual Dub 1.9:** used during 6 years, used currently.

**Adobe Premiere 6:** used during 5 years, last used in 2003.

**Digital Fusion 5:** used during 2 years, last used in 2006.

## INTERACTIVE DESIGN (WEB SITE, CDROM & DVD VIDEO)

**Dreamweaver 10 cs4:** used during 6 years, used currently.

**Flash 9 CS3:** used during 2 years, last used in 2008.

**Sony DVD Architect 4.5:** used during 4 years, last used in 2006.

**Adobe Director 7:** used during 2 years, last used in 2000.

## AUDIO EDITING

**Sony Soundforge 9:** used during 11 years, last used in 2010.

## PROGRAMMING LANGUAGES

Xhtml, Css, Action Script 3, JavaScript, VBscript, Xsi scripting, Wsh

## DESKTOP PUBLISHING

**Indesign 7 CS5:** used during 6 years, used currently, user and instructor.

**Quark Xpress 8:** used during 6 years, used currently, user and instructor.

## OPERATING SYSTEMS

Windows 7, Dos, MacOS X, Windows Mobile 6.5.