

Objective

I am genuinely passionate about computer graphics and have refined my skills with many years experience of character modeling, rendering, compositing and development. I particularly enjoy identifying and resolving problems wherever they arise in the production pipeline. I always look forward to the opportunity of being able to participate in exciting projects and improve my artistic and technical skills within a talented team and company.

Experience

Feature Films – Animated Short Movies & Series – Game Cinematics – Commercials

Oct. 2011 – Dec. 2011

Character Modeling Artist – The Moving Picture Company (London)

Feature Film : *Dark Shadows*.

High resolution character modeling.

Softwares : Maya, Zbrush, 3DCoat, Python.

Jul. 2011 – Oct. 2011

Asset Generalist Artist – The Moving Picture Company (London)

Feature Film : *Prometheus*.

Hard surface high resolution modeling, blendshapes, texturing. Development of various Photoshop, Maya, Mari tools to speed up the modeling and texturing workflows.

Softwares : Maya, ZBrush, Mari, Photoshop, Nuke, Python, Javascript, Qt.

Jun. 2011

Asset Generalist Artist – The Moving Picture Company (London)

Feature Film : *Wrath Of The Titans*.

Development of various Nuke tools to speed up texturing workflow.

Softwares : Nuke, Python.

May 2011

Environment Modeling Artist – The Moving Picture Company (London)

Feature Film : *John Carter Of Mars*.

Environment & hard surface high resolution modeling.

Softwares : Maya, Python.

Mar. 2011 – Apr. 2011

Asset Generalist Artist – The Moving Picture Company (London)

Feature Film : *Harry Potter And The Deathly Hallows: Part 2*.

Asset high resolution modeling, blendshapes, texturing. Development of various Maya tools to speed up the modeling workflow.

Softwares : Maya, ZBrush, Photoshop, Nuke, Python, Qt.

Sept. 2009 – Dec. 2010

Character Modeling Supervisor – Duran Duboi (Paris)

Feature Film : *The Boy With The Cuckoo – Clock Heart*.

Modeling supervision of 45 unique high resolution characters and 120 crowd characters. Development of various Maya tools : scene conformation and sanity checking utility, database patcher, simple crowd generator, various workflow helper tools, Photoshop groups exporter.

Softwares : Maya, Zbrush, 3DCoat, Photoshop, Python, Qt.

Aug. 2009

Illustration Artist – Nightshift (Paris)

Advertising Illustration : *Maud Fontenoy*.

Large picture compositing, retouching and enhancement.

Softwares : Photoshop, Nuke.

Jun. 2009 – Jul. 2009

Character Generalist Artist – Duran Duboi (Paris)

Undisclosed Animated Short Movie: *The Boy With The Cuckoo – Clock Heart*.

High resolution character modeling, texturing, surfacing, lighting & rendering.

Softwares : Maya, Zbrush, Mental Ray, Photoshop, Nuke, Python.

- Jan. 2009 – May 2009 Computer Graphics Generalist Artist – Nightshift (Paris)**
 Animated Commercials : *Canalsat*.
 Advertising illustrations, matte painting, lighting & rendering, compositing. Development of various Nuke and Maya tools : HDRI to lights, Renderman workspaces manager, geometry caches exporter, Nuke to Alfred jobs submitter.
 Softwares : Maya, Renderman, Photoshop, Nuke, Python, Qt.
- Nov. 2008 – Dec. 2008 Environment Generalist Artist – Duran Duboi (Paris)**
 Feature Film : *Gamer*.
 Environment high resolution modeling, texturing, surfacing, lighting & rendering.
 Softwares : Maya, Mudbox, Renderman, Photoshop, Nuke, Python.
- Jul. 2008 – Oct. 2008 Set Enhancement Supervisor – Duran Duboi (Paris)**
 Feature Film : *Underworld 3*.
 Environment high resolution modeling, texturing, surfacing, lighting & rendering, camera mapping & matte painting supervision. Development of various small Maya tools.
 Softwares : Maya, Image Modeler, Zbrush, Renderman, Photoshop, Nuke, Python.
- May 2008 – Jun. 2008 Lead Character Surfacing – Mikros Image (Paris)**
 Game Cinematic : *Alive*.
 Characters high resolution detailing, texturing, surfacing, lighting & rendering. Refactoring of « Ne Te Retourne Pas » tools.
 Softwares : Maya, Zbrush, Mental Ray, Photoshop, Nuke, Melscript.
- Dec. 2007 – Apr. 2008 Lead Character Surfacing – Mikros Image (Paris)**
 Feature Film : *Ne Te Retourne Pas*.
 Characters high resolution detailing, texturing, surfacing, lighting & rendering. Development of various Maya tools : tagging utility, shaders manager, framebuffers manager, textures manager.
 Softwares : Maya, Zbrush, Mental Ray, Photoshop, Nuke, Melscript.
- Jun. 2007 – Oct. 2007 Environment Generalist Artist – Duran Duboi (Paris)**
 Feature Film : *Asterix At The Olympic Games*.
 Environment high resolution modeling, texturing, surfacing, lighting & rendering, camera mapping.
 Softwares : Maya, Softimage, Zbrush, Mudbox, Mental Ray, Renderman, Photoshop, Melscript.
- Feb. 2007 – May 2007 Environment Generalist Artist – Insight Games (Paris)**
 Deck Of Cards Game : *Corunea*.
 Environment high resolution modeling, texturing, surfacing, lighting & rendering. Development of various Softimage tools : models manager, selection tree manager, batch render utility.
 Softwares : Maya, Softimage, Mudbox, Mental Ray, Photoshop, Nuke, JScript.
- Dec. 2006 – Jan. 2007 Lighting & Rendering Artist – Attitude Studio (Paris)**
 DVD Bonus Short Movie : *Tinkerbell*.
 Camera mapping, lighting & rendering.
 Softwares : Maya, Air, Photoshop.
- Oct. 2006 – Nov. 2006 Matte Painting, Lighting & Rendering Artist – Attitude Studio (Paris)**
 Undisclosed Animation Short Movie : *Aba & Afiya*.
 Matte painting, texturing, surfacing, lighting & rendering.
 Softwares : Maya, Photoshop.
- Aug. 2006 – Sep. 2006 Character Modeling Artist – Attitude Studio (Paris)**
 Undisclosed Feature Film : *Les Cyclions*.
 Characters high resolution modeling, texturing.
 Softwares : Maya, Mudbox, Cyslice, Air, Photoshop.
- Jun. 2006 – Jul. 2006 Character Modeling Artist – Attitude Studio (Paris)**
 Animation Serie : *High Spy*.
 Characters low resolution modeling.
 Softwares : Maya.

- May 2006** Lighting & Rendering, Compositing Artist – Attitude Studio (Paris)
Undisclosed Short Movie : *The Chubbchubbs*.
Character texturing, surfacing, lighting & rendering, compositing.
Softwares : Maya, Renderman, Photoshop, Combustion.
- Apr. 2006** Lighting & Rendering Artist – Mikros Image (Paris)
Animation Commercial : *Recycle*.
Lighting & rendering.
Softwares : Maya.
- Mar. 2006** Illustration Artist – Mikros Image (Paris)
Advertising Illustrations : *Societe Generale*.
Large picture compositing, retouching and enhancement.
Softwares : Maya, Mental Ray, Photoshop.
- Feb. 2006** Lighting & Rendering Artist – Mikros Image (Paris)
Animation Commercial : *Aides*.
Lighting & rendering. Development of various small Maya tools : textures manager, shaders colors manager.
Softwares : Maya, Mental Ray, Melscript.
- Jan. 2006** Environment Generalist Artist – Mikros Image (Paris)
Commercial : *Buick*.
Environment high resolution modeling, texturing.
Softwares : Maya, Zbrush.
- Nov. 2005 – Dec. 2005** Matte Painting, Compositing Artist – Attitude Studio (Paris)
Undisclosed Short Movie : *Seven Dwarfs*.
Matte painting, compositing.
Softwares : Photoshop, Combustion.
- Oct. 2005** Compositing Artist – Attitude Studio (Paris)
Animation Serie : *Skyland*.
Matte painting.
Softwares : Combustion.
- Feb. 2005 – Sept. 2005** Character Generalist, Lighting & Rendering Artist – Attitude Studio (Paris)
Game Cinematic : *Getting Up*.
Characters high resolution modeling, texturing, surfacing, lighting & rendering.
Softwares : Maya, Zbrush, Photoshop.
- Jan. 2005** Character Generalist Artist – Attitude Studio (Paris)
Animation Commercial : *Mr. Bricolage*.
Character low resolution modeling, texturing, surfacing.
Softwares : Maya, Photoshop.
- Nov. 2004 – Dec. 2004** Character Generalist, Lighting & Rendering, Compositing Artist – Ubisoft (Paris)
Game Cinematic : *Coldfear*.
Character low resolution modeling, texturing, surfacing, lighting & rendering, compositing.
Softwares : Maya, 3dsmax, Photoshop, After Effects.
- Oct. 2004** Illustration Artist – Ubisoft (Paris)
Game Covers : *Farcry Instincts*, *Settlers – Heritage of Kings*, *Prince of Persia*, *Uru – The Path Of The Shell*.
Pictures compositing, retouching and enhancement.
Softwares : 3dsmax, Photoshop.
- Sept. 2004** Environment Generalist Artist – Attitude Studio (Paris)
Game Cinematic : *50 Cent*.
Environment low resolution modeling, texturing, surfacing.
Softwares : Maya, Photoshop.
- Jul. 2003 – Aug. 2003** Illustration Artist – Ubisoft (Paris)
Advertising Illustrations : *Farcry*, *Playboy*, *Beyond Good & Evil*.
Pictures compositing, retouching and enhancement.
Softwares : 3dsmax, Photoshop.

Education

2002 – 2003 E.S.M.A. | Computer Graphics Animation French School.

2001 IT University Degree.

2000 French Bachelor Degree.

Skills

Softwares Maya, Softimage, 3dsmax, Modo, Image Modeler, Cycles, Arnold, Mental Ray, V-Ray, Renderman, Zbrush, Mudbox, 3D-Coat, Photoshop, Painter, Nuke, Fusion, After Effects, Combustion.

Programming Languages Python, Qt, MELScript, Softimage JScript, Maxscript, Javascript, Basics Of C/C++/C# And RSL.

Platforms Windows, Mac OS X, Linux.

Languages French (Mother Tongue), English (Fluent).

Driving License B License.

Interests

Computer Graphics, Character Modeling, Anatomy, sIBL_GUI, Python And Software Development.

Bodyboarding, Roller, Snowboarding.

Photography, Science Fiction Movies & Books, Naruto, Video Games, Eve-Online.