Loïc PINSARD

Character Rigger/Tools Developer

Work experience

Lead Technical Animator Project Borealis / Since September 2018

- This is a volunteer project. I work on it on my free time.
- Developping a modular autorig from scratch to fit the production needs.
- Character Rigging
- In engine integration of the Animations and setting up the animation blueprints with the programming team
- Implementing a consistent asset creation pipeline.
- Managing the animation team.

Tools Developer/Character Rigger Superprod Angoulême, France / From May 2017 to July 2018

I worked on the shows Lassie and Go! Go! Cory Carson

- Maintaining and improving the studio's internal autorig.
- Developing various tools to improve the animators and layout artists workflow.
- Rigging characters.

Props Modeler/Rigger Superprod Angoulême, France / From May 2016 to May 2017

I worked on the shows Pat The Dog and Helen's Little School.

Props Modeler Blue Spirit Angoulême, France / From February 2016 to April 2016

I worked on the show T'choupi

Education

Apprenticeship Rigging Dojo / From January 2019 to March 2019

Mentor. Todd Widup

- Body rigging
- FACS based Facial rigging (both joint and blendshape based)
- Unreal's animation blueprint

Bachelor Bellecour école Lyon, France / From 2012 to 2015

Specialization in modeling/sculpting

Skills

Scripting	
Rigging	

Problem Solving

Mathematics



- ♦ 5b chemin des arroutis, 64800, Bénéjacq, France
- math Date of birth 02/07/1993
- □ French
- **(**066) 493-8795

Languages

French

Native language

English

Fluent

→ TOEIC: 930/990

Personality

Team Player I'm always looking to improve the flow between departments and ready to help anyone to the best of my abilities.

Interests

Video Games Especially games that have a strong focus on story telling. Later down my career, I would love to help push the boundaries of story telling in games to fully take advantage of the interactive side of the medium.

E-Sport

Movies

Music The fuzzier the guitar, the better.