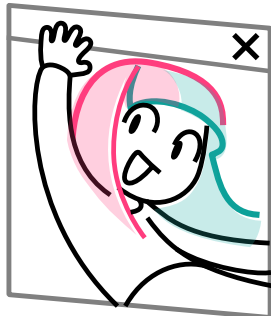


LISE MARCHAL

3D Animator



Vancouver BC



+1 (604) 735 4999



marchal.animation@gmail.com



LANGUAGES

English Fluent
French Native



HOBBIES

Cooking Animes
Embroidery Crafts

PROJECTS



- 2024 ○ **Mobile game - Unannounced (Rig, Animation)**
Unannounced third person shooter with platforming mechanics.
- **Mobile game - BEAST (Rig, Animation)**
BEAST is a 3v3 third person shooter in which each hero has its own mechanized armor known as BEAST they can summon.
- 2023 ○ **Mobile game - FRAG (Animation)**
FRAG is a free-to-play mixed first and third person shooter in which you control a team made out of three heroes of your choice from a wide variety of characters. Your goal is to destroy all of the ennemy's targets and protect your owns.
- **Mobile game - Go Go Magnet! (Spine2D & 3D Rig, Animation)**
Go Go Magnet! is a fishing game in wich you strive to become the richest pirate and get to collect a wide variety of boats and characters.
- 2022 ○ **PC game - JungleDunk (Rig, Animation, Character art)**
JungleDunk is a fast-paced 4 vs 4 game made in Unreal Engine 4 that mixes sport, platforming and party game genres. Using Xbox controller, players are partaking in a wacky ball game in which they try to score more fruits than the adverse team.

COMPETENCES



3D Animation
2D Animation
Rigging/skinning

3D Modeling
Texturing
Illustration

2D art
Driver's Licence

EDUCATION & EXPERIENCE



- 2022-2024 Full-time **2D/3D Animator** at Ohbibì
- 2017-2022 Master's degree in Game Art at Supinfogame RUBIKA
- 2017 Baccalaureat Design and applied arts at Saint Joseph Avignon

SOFTWARES



Blender
Maya
Spine2D

Unity
Unreal
Godot

Git
Perforce