



**PROFESSIONAL EXPERIENCIES – CG.....**

**2008/2009 + 2014 -Present KREACTION, Vannes.**

3D graphism and 3D movies for architectural visual design and real estate advertising.

Modeling, shading, scenery, lighting and rendering 3DSMAX+ VRAY

3D character animation and scenery for CG architecture movies (Biped and cars set-up).

Video characters for 3d movies (Keying and 3D compositing with NUKE).

**ARCHITECTURE**  
+30 movies

3DSMAX -VRAY  
NUKE

**2002/2004 ONE BIT (G.Decrecy)/ PARTIZAN, Paris.**

25 commercial movies for FEDEX, KELLOGS (Real Fruit winders), FANTA and WALKERS (Wotsit and Twistit).

CG generalist artist:

Modeling, mapping, shading, light, scenery, character set up and animation, rendering, compositing and edditing.

**COMMERCIAL**  
+20 movies

3DSMAX  
CG Generalist

**2009/2012 LEXIS NUMERIQUE, Marseille**

Lead Animator and motion-capture management. 3 games : AMY, Red Johnson Chronicles and Broocklyn stories (PS3).

Motion capture specialist: Animation tools edition. Motion-captures production follow-up. Character set-up and game animations edditing in MOTION BUILDER. Export process in the game-engine and quality control, Lipsynch, etc.

**VIDEO GAMES**  
+ 10 games

**2006/2007 UBISOFT, Montpellier**

In-game cinematics set-up, design and test for the game RAYMAN 4 raving rabbids (PS2 and Wii)

Character animation (MotionBuilder) and game cinematics set-up for the game Beowulf (PS3).

3DSMAX  
MOTION BUILDER

**2002 LION HEAD Studios, Guildford, UK.** Animation and game desing, game: *The Movie*.

**2000 ASUWANT.** Animation, FX, redering, compositing, editing for game cinematics: *Dracula II, last sanctuary*.

**99/00 Matermachina IN-UTERO:** Animation of the two main characters of the game *Jeckyll & Hyde*.

cinematics  
Animation  
motion-capture  
management

**2013 SACREBLEU Production, Movie SirenaShow (Y.Jouette).** 3D character modeling and mapping.

**2004 AOKI studios, Video-clips Cool T and Kamasutra (Music: One.T).** Lay-out, animation, lip-sync.

**2003 PICAROS Production, Movie The Bulb.** Direction, story-board, 3D generalist and visualisation artist.

**2001 SPECIMEN, Zazie's video clip Rue de la Paix.** Modeling, mapping, animation.

**2001 ONE Bit, 2 video-clips Tempovision and Scratched (Music: E. deCrecy).** 3D visualization artist.

**Short MOVIES**  
+2

Video Clips  
+5

CG Generalist

**2004 School of animation, CFT GOBELINS, Paris.**

**2000 CNBDI, "European Master of Multi-media & Art", Angouleme.**

3DSMAX  
**Teaching**

**EDUCATION .....**

**2013 Associate's degree in Topography, and Land Survey , AFPA, Meaux.**

Geodesic surveying (altimetric and planimetric) with Total Station and Levels.

Internships: Tacheometric surveying and lay-out plans for NICOLAS & co, Surveyor-Topographer engineers, Auray

Autocad  
COVADIS

**2005 Master's degree "Remote sensing and image processing for environmental problems", University P & M Currie Paris VI.** Goematic Information Systems and geomorphology.

Internships: CEA (Atomic Energy Center), Remote sensing and environment monitoring Laboratory, Bruyere le Chatel.

Remote sensing and SIG analyst: 3D model of an algerian city partly destroyed by a seism in 2003 (Quickbird).

Envi,  
ArcGIS, QGIS  
MapInfo  
Photoscan

**1999 Associate's degree in 3D animation, School of Animation GOBELINS, Paris.**

2D drawing. Traditional and 3D animation. Video-games and interactive medias.

Internships: CRYO Interactive, Paris: Three Video-games: Atlantis 2, Aztec and Arthur's knights.

FMV cinematics. 3D Modeling, mapping, shading, animation, picture composition, FX, editing, lip-synchs, etc...

3SDMAX  
Adobe Creative Suite  
Vegas

**1997 Bachelor's in "Art History and Archaeology" Paris I Sorbonne University.**

1992 to 2011 Volunteer in summer archaeological programs (excavations, surveying and drawing) for various government research and heritage projects from Neolithic to Medieval period across Europe, for exemple in 2011:

Underwater archaeological wrecks survey under the sea of Iroise and atlantic ocean area (O.Hulot, DRASSM)

AUTOCAD  
MapInfo  
Photoshop

**INTERESTS:** Drawing, painting, musical saw, sailing and scuba-diving.



