

## OBJECTIVE

I'm looking forward to work on challenging projects where I can use my skills and creativity to prototype advanced rigs, develop tools and solve problems.

## EXPERIENCE

since november 2009

### **Animal Logic**, lead character TD

*Sucker Punch* (2011) (VFX feature film)  
*undisclosed project* (1 pitch for a VFX feature film)

- creature rigging
- creation of a generic and modular rig to be deployed on every biped character
- implementation and support of a toolset to input data from mocap/Massive onto the rigs and output it back to Massive
- facial rigging with high range of expressions driven by deformers
- tools development
- cloth simulation

february 2009 - october 2009  
(9 months)

### **Animal Logic**, character TD

*Legend of the Guardians: The Owls of Ga'Hoole* (2010) (animated feature film)

- character rigging
- tools development

november 2008 - january 2009  
(3 months)

### **Action Synthese**, character TD

*The Magic Roundabout S02* (2010) (52x11' animated TV show)

- character rigging
- tools development

march 2008 - june 2008  
(4 months)

### **Ellipsanime**, character TD

*The Garfield Show* (2008) (52x11' animated TV show)

- creation of a generic rig to be deployed on every quadruped character
- tools development

june 2005 - february 2008  
(2 years 9 months)

### **Action Synthese**, character TD

*The Magic Roundabout* (2008) (52x11' animated TV show)  
*The Wizard of Oz* (2 pitches for an animated feature film)  
*Asterix* (1 pitch for an animated feature film)  
*The Stupid Invaders* (1 pitch for an animated feature film)  
*Tatonka* (1 pitch for an animated TV show)

- character and props rigging
- tools development
- technical assistance to animators

## SKILLS

general	<ul style="list-style-type: none"><li>- excellent understanding of each stage of a CGI production</li><li>- can easily adapt to new pipelines</li><li>- experienced in team working</li><li>- willing to learn new techniques and softwares</li></ul>
softwares	<ul style="list-style-type: none"><li>- proficient: <i>Softimage, Visual Studio C++, Photoshop, After Effects, SVN</i></li><li>- notions: <i>Maya, ClearCase</i></li><li>- environments: <i>Windows, Linux, MacOS</i></li></ul>
programming languages	<ul style="list-style-type: none"><li>- proficient: <i>C++, Python, MEL, JScript, VBScript, HTML/CSS</i></li></ul>
libraries & APIs	<ul style="list-style-type: none"><li>- proficient: <i>Softimage API</i></li><li>- notions: <i>Maya API, mental ray, wxWidgets, Trolltech Qt</i></li></ul>
abilities	<ul style="list-style-type: none"><li>- efficient advanced character rigging</li><li>- development of tools (plug-ins, operators, interfaces)</li><li>- object-oriented programming</li><li>- serialization/unserialization of data objects and structures</li><li>- binary and ASCII file parsing</li><li>- good at problem solving</li></ul>
languages	<ul style="list-style-type: none"><li>- french: mother language</li><li>- english: fluent</li><li>- german: notions</li><li>- spanish: notions</li></ul>

## EDUCATION

general	<ul style="list-style-type: none"><li>- self-taught</li></ul>
2003	<ul style="list-style-type: none"><li>- baccalauréat S (scientific), mathematics option</li></ul>