

I am a CG artist based in London and have been working in the industry for around 2 years. My primary software is Softimage Xsi and I have also had production experience using 3ds Max. I have a good understanding of most areas of CG.

SKILLS:

Rigging | Fluid Dynamics | Particle Effects | Cloth Simulation | Modelling | Lighting | Rendering
Softimage | 3ds Max | Zbrush | RealFlow | Mental Ray | Syflex | ICE | Adobe Creative Suite
(Limited experience with Maya Ncloth - Nfluid, Nuke and Python)

EDUCATION:

2006 - 2008 Supinfocom Digital Director, 3d Animation
2002 - 2006 École Supérieure des Beaux-Arts de Valenciennes School of Fine Arts
2002 Graduation (Baccalauréat série S)

EMPLOYMENT HISTORY:

October 2008 – Present

Freelance

Projects include:

Passion Pictures Rigging VFX

RockBand Beatles
Coke Zero - Happy Kingdom
Bells
Oasis
Cushelle
Gorillaz Stylo
Gorillaz On Melancholy Hill
Gorillaz Dressing Room
Compare the market - Journey of Couragesness
Compare the market - Battle of Fearlessness
Compare the market - Streets Of Ambitiousness
Air Lingus
Alice - Madness Returns

Nexus Rigging VFX

Coca cola - Coke chat
Becel
International Olympic comitee. IOC All Together Now

August 2007 - September 2007

Internship

Kéo studio 3d generalist

AWARDS:

Yankee Gal (Directed by me, Celine Desrumaux, Gary Levesque and Antoine Perez) :

CICDAF 2008 (*China*) “special jury award” student category
Artfuturo 2008 (*Spain*) “mention du festival”
E-magiciens 2008 (*France*) “Prix du Public Emagiciens 2008”
Cortoons festival 2009 (*Italy*) “Best School Film”
Animatu, 2009 (*Portugal*) “grand Prix du festival”