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## Objective

I have 6 yers of experience as character animator on feature film and commercial department but I want to increase my experience to achieve high quality of performance and acting. I am very interested in working as CG animator in visual effect compagnies which have an solid experience in great projects.

## Experience

- Jun. 2010 to present **CG animator ● The Mill, London**  
**TV SERIES AND COMMERCIAL / ADVERT : Orangina, ...**  
Tools : Maya / XSI  
Job role : Characters animation / Acting
- Apr. 2010 – Jun. 2010 **CG animator ● Passion Pictures, London**  
**COMMERCIAL / ADVERTPARE : Compare the meerkat, ...**  
Tools : XSI  
Job role : Characters animation / Acting
- Nov. 2009 – Mar. 2010 **CG animator ● Double Negative, London**  
**THE SORCERER'S APPRENTICE** by Jon Turteltaub  
Tools : Maya / Inhouse tools  
Job role : Characters animation / Acting
- Dec. 2008 – Sept. 2009 **CG animator ● Buf, Paris**  
**ARTHUR AND THE TWO WORLDS WAR** by Luc Besson  
Tools : Inhouse tools  
Job role : Characters animation / Rotoscoping animation / Acting
- Nov. 2008 – Dec. 2008 **CG animator ● DURANDUBOI, Paris**  
**GAMER** by M. Neveldine & B. Taylore  
Tools : Maya / Inhouse tools  
Job role : Rotoscoping animation
- Aug. 2008 – Nov. 2008 **CG animator ● DURANDUBOI, Paris**  
**UNDERWORLD THE RISE OF THE LYCANS** by Patrick Tatopoulos  
Tools : Maya / Inhouse tools  
Job role : Creatures animation / Body mechanics / Acting

Jun. 2008 – Aug. 2008

**CG animator** ● **Buf**, Paris

**ARTHUR & THE REVENGE OF MALTAZARD** by luc Besson

Tools : Inhouse tools

Job role : Characters animation / Rotoscoping animation / Acting

Mar. 2008 – Ap. 2008

**CG animator** ● **Buf**, Paris

**THE DARK KNIGHT** by Christopher Nolan

Tools : Inhouse tools

Job role : Characters animation / Acting

Mar. 2008 – Mar. 2008

**CG animator** ● **Buf**, Paris

**CITY OF EMBER** by Gil Kenan

Tools : Inhouse tools

Job role : Creature animation / Acting

Oct. 2007 – Feb. 2008

**CG animator** ● **Buf**, Paris

**SPEEDRACER** by Wachowski Brothers

Tools : Inhouse tools

Job role : Cars animation / Cars collision / Cars weapon animation

Jan. 2007 – Jul. 2007

**CG animator** ● **DURANDUBOI**, Paris

**HIS MAJESTY MINOR** by Jean-Jacques Annaud

Tools : Maya / Inhouse tools

Job role : Legs animation / Body mechanics / Acting

Mar. 2006 – May. 2006

**CG animator** ● **Buf**, Paris

**PEUGEOT 407** Commercial spot

Tools : Inhouse tools

Job role : Characters animation / Body mechanics / Acting

Dec. 2005 – Mar. 2006

**CG animator** ● **Buf**, Paris

**EVEN PIGEONS GO TO HEAVEN**

★Academy Award nominations for the best animated short

Tools : Inhouse tools

Job role : Characters animation / Acting / Lipsync

# Education

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**Gobelins**, Paris  
Certificat of animator

**ESRA Supinfograph**, Paris  
Certificat of CG artist

**Arts Institute**, Martinique W.I  
National degree of Arts and Techniques graphics

# Skills

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**Tools**  
Maya, XSI, Photoshop, Illustrator, Flash, Linux,  
easily fit with inHouse tools.

**Knowledges**  
6 years experiences on feature films and commercial / advert. I use to animate characters and creatures animation. Acting, lipsync, analyze of movement, weight and gravity, body mecanics are in my work methods. I create animation to match with action live while respecting the schedule. I also animate hardsurfaces objects. Moreover I study the principle of 2d animation to better undersdand this art.

# Interests

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I have an interest for  
Animation art, Computer graphics,  
Running, Cooking, Drawing,  
Movies, Museum.