



## CG Artist Character Animator

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**Portfolio :** <http://neon01.free.fr> // [www.3dbrs.com](http://www.3dbrs.com)

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France (Alsace)

**Languages :** French : mother language  
German : School level  
English : advanced level

**Studies :** 2005-2009 3D Animation at the HEAJ in Belgium  
2004-2005 Baccaloret at the lycee Stanislas in France



### CG Work Experience

#### June 2009 to September 2009 : Game assets modelling

I co-worked with a freelance artist ( Joseph Harford ) to create several game assets for customers of his company Shine-Labs, I also modeled one high poly cell-phone (nokia 5530 Xpress Music)

#### November 2008 to January 2009 : Internship at Creative Patterns

I have taken my internship into the gaming industry to get real working experience. I created the full set of animation for every character for the nintendo ds game , published by ubisoft : Lea Passion Ma boutique de reves .

The I also helped with animations on a second game

#### September 2007 to present : Animator for a Crysis modification

I joined the lost world returns team as a simple animator to discover the game development process and also train my animation skills . But throught my work , I was able to be one of the first to discover how to export custum rigs into the engine plus importing and using animations successfully. This boosted our development process . By creating several animations and showing my strong will into the developpement , i could evolved to the rank of lead animator .

#### June 2007 : Webdesigner

I created a small website for a craftman which allowed him to gain more publicity and customers ([www.ebenisterie-hege.com](http://www.ebenisterie-hege.com))

### Softwares Knowledge :

Autodesk 3dsmax  
Autodesk XSI  
Adobe Photoshop  
Autodesk Combustion  
Adobe Dreamweaver  
Sony Vegas  
Sony Sound Forge  
Zbrush  
Crytek Engine 2

