

CG Artist Character Animator

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Portfolio: http://neon01.free.fr//www.3dbrs.com

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67160 STEINSELTZ France (Alsace)

Studies: 2005-2009 3D Animation at the HEAJ in Belgium

2004-2005 Baccaloreat at the lycee Stanislas in France

Languages: French: mother language

German : School level English : advanced level



CG Work Experience

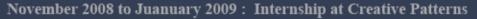
June 2009 to September 2009 : Game assets modelling

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)



Softwares Knowledge:

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



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 skils . 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 development , i could evolved to the rank of lead animator .



June 2007: Webdesigner

I created a small website for a crafstman which allowed him to gain more publicity and customers (www.ebenisterie-hege.com)