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Born on the 20th of July 1970 French Nationality

3D/2D Artist

Technical knowledge:

3D Software: Specialised Autodesk Maya and XSI, experienced with The Bakery Relight, Mental Ray.

V-Ray, Arnold and some knowledge of Modo, V-Ray, Zbrush, 3DMax, Mudbox, Blender,

Realflow.

2D Software: The Foundry Nuke, Adobe Photoshop, After FX and Illustrator, Digital Fusion.

Word Process: Microsoft Office, Quark Xpress.

Web Software: Adobe Dreamweaver CS5 and Flash, Wordpress.

Programming: Basic knowledge of Html, Jscript, Python, C++ Languages.

OS: Windows, Unix, Mac OS and basic knowledge of Linux.

Languages: English: Bilingual + Technical (worked 10 years in London).

Italian: Understood and spoken.

German: Basic.

Education history:

1990-91: Audiovisual Communication, Valenciennes University, today Supinfocom.

1988-90: DEUG (Electronics, Computer Sciences, Physics), Metz University.

1985-88: Baccalauréat E (Sciences, Technology) Lycée de Béchamp (Remiremont, Vosges).

Other trainings:

2014: 1 month training on Nuke, "Nuke Production" at Videodesign, Paris.2011: 10 days training on Relight from The Bakery at Rhinoceros, Paris.

2007: 1 week training on Dreamweaver 8.0 at L'ADIG, Paris.

2006: XSI Advanced Technics seminar at the Hilton La Defense, Paris.

2001: 3 Masterclasses with Maya during the 3Décember event organised by Alias/Wavefront:

facial animation, particles for Fx, lighting and rendering.

1999: Introduction to traditional animation at the St-Martin art college in London.

1994: Life drawing at St-Martin art college in London.

1993: Training course: Understanding video at VET centre, London.

Driving license type B

Work examples since 2007:

Animated series:



2015: Noddy, Toyland detective, set modeling (Gaumont Animation/ Dreamworks).

2014: Zorro The Chronicles, modeling supervision / asset management (Cybergroupe Studios).

2013: Zou season 2, assets creation for new sets, export and shading in The Bakery Relight (Cybergroupe Studios).

2013: Mia, assets creation, CG supervision, shading in Relight, coordination with sub-contractors in India (Cybergroupe Studios).

2012: Lanfeust Quest, previz sets modeling in coordination with the directors and designers (Alphanim).

2011: Zou season 1, sets modeling (Cybergroupe Studios).

2009: Devine Quoi?, modeling and rigging of the props (Cybergroupe Studios).

2008: Manon, sets and props modeling as well as shading (Cybergroupe Studios).

TV adverts/ Corporate films:

Campanile Hotels



Symbicort TurbuHaler inhalator

Coffee machine Dolce Gusto de Krups





Sanofi Avantis Multaq medecine













2008: Krups Dolce Gusto, shading and rendering (Cube Creative Computer).

2008: Symbicort Turbuhaler, modeling, shading, animation and rendering (Melody Healthcare).

2008: Sanofi Multaq, modeling, shading, animation and rendering (Melody Healthcare).

2007: Campanile Hotels, shading and rendering (Def2Shoot).

Documentaries/Films:

Film for the Monaco pavillion at the universal exhibition in Shanghai



"The Magical Odyssea", Vulcania park



2010: Monaco Universal Exhibition, shading and rendering (Cube Creative Computer).

2008: "The Magical Odyssea" Vulcania park, shading and rendering (Cube Creative Computer).

Work examples from before 2007:

Print work: Made between 2003 and 2006 at Real Lies, Paris.



In Londres, Paris, Johannesbourg, Dublin, Istanbul.

TV adverts: Made between 1996 and 2006 at Real Lies, Red Post, Worx, Cell animation, Framestrore.



TV idents: Made between 1997 and 2002 at Red Post, Aldis Animation, Liquid TV.



Documentaries/TV programs: Made between 1997 and 2002 at Aldis Anim., Red Post, Liquid TV.



Music videos: Made between 1999 and 2002 at Red Post, Glassworks, Pison.

