

## Wilfred Trotter

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website : [www.wilfred.com](http://www.wilfred.com)

### Lead Animator & Technical Director

#### Specialties :

- Lead animator / Animation Team manager
- Animation and Character Technical Director, pipeline solutions and tools, documentation
- Motion Capture process : preparation, motion lists, direction of actor, raw data treatment
- Experienced in all stages of character production, experience validated on several projects : modeling, texturing, skinning, rigging, realistic and cartoon keyframe animation, retouching motion capture
- involved in all the phases of a video game project : concept, pre-prod, production, debug
- I appreciate teamwork and I have a strong sense of dialogue with all the team production members

#### Work Experience

 <p>Ubisoft, Montreuil</p>	<p><b>Rayman Raving Rabbids TV Party</b> – (PartyGame, Wii - 2008)</p> <p>oct. 2007 - today</p> <ul style="list-style-type: none"><li>- Lead animator and Character team manager</li><li>- Character and Animation Technical Director</li></ul> <p><u>Software</u> : Motion Builder, 3dsMax ; <u>Engine</u> : Fox</p>	 <p>2008</p>
	<p><b>Rayman Raving Rabbids 2</b> (PartyGame, Wii - 2007)</p> <p>april 2007 - oct. 2007</p> <ul style="list-style-type: none"><li>- Senior Animator: keyframe animation, ingame &amp; cinématique</li><li>- Integration in close cooperation with the gameplay programmers</li></ul> <p><u>Software</u> : Motion Builder, 3dsMax (+ Character studio &amp; CAT) <u>Engine</u> : Jade</p>	 <p>2007</p>
	<p><b>Untitled Project</b> - Preproduction (FPS, Wii – not released yet)</p> <p>nov. 2006 - april. 2007</p> <ul style="list-style-type: none"><li>- Lead animator and Character team manager</li><li>- Animation Technical Director</li><li>- In charge of motion captures (<i>motion-lists, direction of actor, data treatment</i>)</li></ul> <p><u>Software</u> : Motion Builder, 3dsMax ; <u>Engine</u> : Unreal</p>	<p>Coming Soon</p>
	<p><b>RedSteel</b> (FPS, Wii – 2006)</p> <p>oct. 2005 - nov. 2006</p> <ul style="list-style-type: none"><li>- Lead animator and Character team manager</li><li>- Animation and Characters Technical Director</li><li>- In charge of motion captures (<i>motion-lists, direction of actor, data treatment</i>)</li></ul> <p><u>Software</u> : Motion Builder, 3dsMax ; <u>Engine</u> : Unreal</p>	 <p>2006</p>
	<p><b>Ghost Recon Advanced WarFighter</b>, (FPS/Tactical, Xbox360 – 2006)</p> <p>jun 2005 - oct. 2005</p> <ul style="list-style-type: none"><li>- Senior Animator : animation &amp; mocap operator, integration</li><li>- management tools (excel)</li></ul> <p><u>Software</u> : Motion Builder ; <u>Engine</u> : Yeti</p>	 <p>2006</p>

**Killing Day, (FPS, PS3 – not released)**

nov. 2004 -  
jun. 2005

- Animation and Characters teams manager
- 3dsMax script tools (maxscript)

Software : Motion Builder, 3dsMax ; Engine: Yeti

Not  
Released

Ubisoft, Montreuil /  
GSC Game World,  
Kiev (Ukraine)

jul. – aug  
2004

**Alexandre, (RTS, PC – 2004)**

- Animation expert sent in a third party developer studio for Ubisoft

Software : 3dsMax, Photoshop ; Engine: moteur propriétaire GSC



2004

Ubisoft, Annecy

dec. 2002-  
jun 2003

**Splinter Cell : Pandora Tomorrow, (Infiltration, PC/Xbox – 2004)**

- Online mode animator

Software : 3dsMax ; Engine: Unreal



2004



Black Sheep Studio,  
Paris

sept 2005 -  
feb. 2006

**Pif et la course mystérieuse, (Racing, PC/PS2 – Coming Soon)**

- Cofounder of the company and Lead Anim / Technical Director
- Modeling, texture, skinning, rigging, integration

Software : 3dsMax, Photoshop ; Engine : Totem-Tech / Pawap

Not  
Released

aug 2004 -  
april 2006

**Champion Sheep Rally, (Racing, PC/PS2 – 2006)**

- Cofounder of the company and Lead Anim / Technical Director
- Modeling, texture, skinning, rigging, integration

Software : 3dsMax, Photoshop ; Engine : Totem-Tech / Pawap



2006



Kalisto, Paris

jan. 2001-  
april 2002

**Castleween, (Plateformer, PS2/GameCube – 2002)**

- Lead Anim / Technical Director
- Modeling, texture, skinning, rigging, integration

Software : 3dsMax, Photoshop ; Engine : Totem-Tech / Pawap



2002

Kalisto Paris /  
Kalisto Bordeaux

jan. 2000-  
jan. 2001

**Animation on several not-released projects :**

- **Fury of the furies 3D** (Plateformer)
- **La mouche** (Plateformer)
- **HaulHa\$\$** (Racing)
- **Sidhe** (RTS)
- **VIP** (Action)

Software : 3dsMax ; Engine : Totem-Tech/Pawap ou PlateformeK

Not  
Released

## ■ IT Skills

### Computer

- Proficiency with : 3DSMax & Character Studio - Motion Builder - Photoshop
- Other : good knowledge of Excel, Word, PowerPoint
- Engines : Unreal, Totem-Tech, Jade, Yeti (Ubisoft intern engines)
- Plus : Maxscript

### Language

- French : Native tongue
- English : Fluent
- Espagnol: Basic
- Cantonais : Beginner (marital language)

## ■ Education & Degrees



1998 – 1999

### • 2D/CG Animator at Gobelins - Ecole des métiers de l'image, Paris CG section

#### *Program :*

- *Traditional animation fundamentals, morphology, animation history*
- *modeling, texturing, mapping, skinning, 2D/CG animation (on Maya)*

1995 – 1997

### • DUE, Desktop and Network Support Technician - Denis Diderot University, Paris, France

- *apprenticeship in Bull (French computer company) and vocational education at Paris VII University*

## ■ Interests

- Writing game concepts & Game designs
- Animated movies and animation shorts