











Wilfred Trottet

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Lead Animator & Animation TD

- Lead animator, Team manager
- Passion for animation and keyframe animation in particular
- Animation and Character Technical Director, pipeline solutions, tools, documentation
- Motion Capture process: preparation, motion lists, direction of actor, raw data treatment
- Experienced in all stages of character production: modeling, texturing, skinning, rigging,
- Experienced in all the phases of a video game project : concept, pre-prod, production, debug
- I appreciate teamwork and I enjoy learning new things

● Work Experience

 <p>UBISOFT™ Ubisoft, Singapore</p>	<p>oct. 2009 - today</p> <ul style="list-style-type: none">● Prince of Persia : Forgotten Sands, (Action, Xbox/PS3 – 2010) <p>- Coproduction with Ubisoft Montreal, Lead animator on the ingame cinematics for the maps done in Singapore</p> <p><u>Software</u> : Motion Builder, 3dsMax; <u>Engine</u>: Anvil (Ubisoft intern engine)</p>	 <p>Coming soon</p>
 <p>UBISOFT™ Ubisoft, Singapore</p>	<p>may 2009 - oct. 2009</p> <ul style="list-style-type: none">● Assassin's Creed 2, (Action, Xbox/PC/PS3 – 2009) <p>- Coproduction with Ubisoft Montreal, Lead animator on the ingame cinematics & specific gameplay animations for the maps done in Singapore</p> <p><u>Software</u> : Motion Builder, 3dsMax; <u>Engine</u>: Anvil (Ubisoft intern engine)</p>	 <p>2009</p>
 <p>UBISOFT™ Ubisoft, Singapore</p>	<p>oct. 2008 - may 2009</p> <ul style="list-style-type: none">● TMNT Turtles in Time Re-Shelled, (Beat'em all, XboxLive/PSN – 2009) <p>- Lead animator and Animation Technical Director - 3dsMax script tools (maxscript)</p> <p><u>Software</u> : Motion Builder, 3dsMax; <u>Engine</u>: LyN (Ubisoft intern engine)</p>	 <p>2009</p>
 <p>UBISOFT™ Ubisoft, Montreal</p>	<p>oct. 2007 - oct. 2008</p> <ul style="list-style-type: none">● Rayman Raving Rabbids TV Party – (PartyGame, Wii - 2008) <p>- Lead animator and Character team manager - Animation Technical Director</p> <p><u>Software</u> : Motion Builder, 3dsMax ; <u>Engine</u> : Fox (Ubisoft intern engine)</p>	 <p>2008</p>
 <p>UBISOFT™ Ubisoft, Montreal</p>	<p>april 2007 - oct. 2007</p> <ul style="list-style-type: none">● Rayman Raving Rabbids 2 (PartyGame, Wii - 2007) <p>- Senior Animator: keyframe animation, ingame & cinematique</p> <p><u>Software</u> : Motion Builder, 3dsMax (+ Character studio & CAT) <u>Engine</u> : Jade (Ubisoft intern engine)</p>	 <p>2007</p>

nov. 2006 -
april. 2007

● **RedSteel 2** - Preproduction (FPS, Wii – Coming soon)

- Lead animator / Animation Technical Director
- In charge of motion captures (*motion-lists, direction of actor, data treatment*)

Software : Motion Builder, 3dsMax ; Engine : Unreal



Coming soon

oct. 2005 -
nov. 2006

● **RedSteel** (FPS, Wii – 2006)

- Lead animator and Character team manager
- Animation and Characters Technical Director
- In charge of motion captures (*motion-lists, direction of actor, data treatment*)

Software : Motion Builder, 3dsMax ; Engine : Unreal



2006

jun 2005 -
oct. 2005

● **Ghost Recon Advanced WarFighter**, (Tactical, Xbox360 – 2006)

- Senior Animator : animation & mocap operator, integration
- Wrote management tools (Excel)

Software : Motion Builder ; Engine : Yeti (Ubisoft intern engine)



2006

nov. 2004 -
jun. 2005

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

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

Software : Motion Builder, 3dsMax ; Engine : Unreal

Not
Released



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

Ubisoft, Annecy

jul. – aug
2004

● **Alexandre**, (RTS, PC – 2004)

- Sent as an animation specialist in a third party developer studio to improve the quality of the game

Software : 3dsMax, Photoshop ; Engine : GSC intern engine



2004

dec. 2002-
jun 2003

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

- Senior Animator on the online version of the game

Software : 3dsMax ; Engine : Unreal



2004



Black Sheep Studio,
Paris

sept 2005 -
feb. 2006

● **Pif et la course mystérieuse**, (Racing, PC/PS2)

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

Software : 3dsMax, Photoshop ; Engine : Black Sheep intern Engine

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 : Black Sheep intern Engine



2006

jan. 2001-
april 2002

- **Castleween**, (Platformer, PS2/GameCube – 2002)

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

Software : 3dsMax, Photoshop ; Engine : TotemTech (Kalisto intern engine)



2002

Kalisto Paris /
Kalisto Bordeaux

jan. 2000-
jan. 2001

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

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

Software : 3dsMax ; Engine : TotemTech (Kalisto intern engine)

Not
Released

- **IT Skills**

Computer



- Proficiency with :
 - Motion Builder
 - 3DSMax & Character Studio
 - Photoshop
- Engines :
 - Unreal
 - Kalisto inter engine : TotemTech, PlateformK
 - Ubisoft intern engines : Jade, Yeti, Fox, LyN, Anvil
- Others :
 - Maxscript
 - Good knowledge of Excel, Word, PowerPoint

Language

- French : Native tongue
- English : Fluent
- Spanish: Basic
- Cantonese & Mandarin : Beginner (marital language)

- **Education & Degrees**



1998 – 1999

- **2D/3D Animator at Gobelins - Ecole des métiers de l'image, Paris**

Program :

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

1995 – 1997

- **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
- I enjoy story telling in every forms: movies, books, songs, etc.
- Animating & studying around me how things happen to improve my animation skills