

ABOUT ME

Born and raised in France, I grew up with **drawing & games** as daily activities while watching TV. I guess I was working on my multi-tasking skills early on.

I've been in the video game industry for **17 years**, handling various responsibilities in the animation field over the years & projects: in no precise order I've been Animator, Animation Director, Cinematic Director, Production Manager for Animation, Animation Technical Director.

My studies at the **Gobelins School** taught me the fundamentals of animation, as well as focusing on the details that matter. My technical background in Math, Physics and later IT, has shaped me to quickly look into the *why* side of things, and quickly get interest in the technical side of animation too.

I spent most of these years working at Ubisoft studios (Annecy, Montreuil, Singapore) and was fortunate to be part of the production of some of Ubisoft biggest IPs, on which I learned a lot. My biggest satisfaction in all those years is probably to have participated in the growth of the **Ubisoft Singapore** studio from the beginning in 2008, and building its Animation Department from the ground up.

I love storytelling in all its forms, from movies to books & games, as well as learning new languages and playing music with friends (bass & guitar). But most of all, **I love making games**, probably even more than playing them.

• Work Experience



Tendays Studio,
Singapore

After more than 12 years at Ubisoft in total, I decided to head off for new adventures and created a new indie studio. The first project is now in production. Exciting times!

feb. 2016 -
today

- **Undisclosed project** (puzzle, iOS/Android – not released yet)

Not
Yet
Released



Ubisoft, Singapore

I joined Ubisoft Singapore studio at its beginning in 2008. It's been great seeing the evolution of the studio from a startup-like entity to a 300+ people company.

I acted there almost exclusively as a Lead/Supervisor (Animation and/or Cinematic depending on the projects), and didn't get to animate a lot most of the time unfortunately.

Beside the animation tasks, I got involved a lot in providing ideas for the various games content and finding creative solutions that fit every department's needs.

feb. 2015 -
feb. 2016

- **Rabbids Crazy Rush** (Runner, iOS/Android – 2016)

- I started as Animation Consultant to help out the Ubisoft Chengdu team as I had prior experience on the Rabbids IP, then my role evolved quickly to Animation Director, plus animation production (I made most of the main character's ingame animations), then also as Content Director, and point of contact with headquarters in Paris

Software : Motion Builder, 3dsMax



2016

feb. 2015 -
may 2015

(part time)

- **Assassin's Creed Syndicate** (Action, XboxOne/ PS4 /PC– 2015)

- When coming back from my sabbatical leave I joined the AC Syndicate team as Senior Animator
- I worked mainly on Gameplay animation, sharing my time with another project (Rabbids) that I eventually joined full time

Software : Motion Builder, 3dsMax; Engine : Anvil (Ubisoft engine)



2015



Ubisoft, Singapore

april 2014 -
jan. 2015

- › During that period I took a 10 months Sabbatical leave to focus on personal projects, among which learning programming and trying out the Unity engine with small prototypes.

oct. 2012 -
may 2014

● **Assassin's Creed Unity** (Action, XboxOne/ PS4 /PC– 2014)

- Animation & Cinematic Director on the part done in Singapore

Software : Motion Builder, 3dsMax; Engine: Anvil (Ubisoft engine)



2014

oct.2010 –
oct.2012

● **Assassin's Creed 3** (Action, Xbox/PC/PS3 – 2012)

- Animation Director on the part done in Singapore

Software : Motion Builder, 3dsMax; Engine: Anvil (Ubisoft engine)



2012

april. 2010 -
oct.2010

● **Assassin's Creed : Brotherhood** (Action, Xbox/PC/PS3 – 2010)

- Lead animator on the ingame cinematics & specific gameplay animations for the maps done in Singapore

Software : Motion Builder, 3dsMax; Engine: Anvil (Ubisoft engine)



2010

oct. 2009 -
april. 2010

● **Prince of Persia : Forgotten Sands** (Action, Xbox//PS3 – 2010)

- Lead animator on the ingame cinematics & specific gameplay animations for the maps done in Singapore

Software : Motion Builder, 3dsMax; Engine: Anvil (Ubisoft engine)



2010

may 2009 -
oct. 2009

● **Assassin's Creed 2** (Action, Xbox/PC/PS3 – 2009)

- Lead animator on the ingame cinematics & specific gameplay animations for the maps done in Singapore

Software : Motion Builder, 3dsMax; Engine: Anvil (Ubisoft engine)



2009

oct. 2008 -
may 2009

● **TMNT Turtles in Time Re-Shelled** (Beat'em all, XboxLive/PSN – 2009)

- Lead animator and Animation Technical Director
- 3dsMax script tools (maxscript)

Software : Motion Builder, 3dsMax; Engine: LyN (Ubisoft engine)



2009



Ubisoft, Montreuil

I stayed 4 years at Ubisoft Montreuil (France) and enjoyed every minute of it. Learned a lot! And I love learning new things.

I alternated there between Animator positions & Lead positions according to projects schedule, which was a great way for me to explore the requirements for the animation lead position.

oct. 2007 -
oct. 2008

● **Rayman Raving Rabbids TV Party** – (PartyGame, Wii - 2008)

- Lead animator and Character team manager

Software : Motion Builder, 3dsMax ; Engine : Fox (Ubisoft engine)



2008

april 2007 -
oct. 2007

● **Rayman Raving Rabbids 2** (PartyGame, Wii - 2007)

- Senior Animator: keyframe animation, ingame & cinematics

Software : Motion Builder, 3dsMax - Engine : Jade (Ubisoft engine)



2007

nov. 2006 -
april. 2007

● **RedSteel 2** - Preproduction (FPS, Wii – 2010)

- Lead animator
- In charge of motion captures (*motion-lists & direction of actor*)

Software : Motion Builder, 3dsMax ; Engine : Unreal



2010

oct. 2005 -
nov. 2006

● **RedSteel** (FPS, Wii – 2006)

- Lead animator and Character team manager
- Co-Animation Technical Director
- In charge of motion captures (*motion-lists & direction of actor*)

Software : Motion Builder, 3dsMax ; Engine : Unreal



2006

jun 2005 -
oct. 2005

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

- Senior Animator : animation & mocap operator, integration

Software : Motion Builder ; Engine : Yeti (Ubisoft 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

L



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

Ubisoft, Annecy

*I joined Ubisoft for short missions in 2 different studios.
I discovered there totally new processes and ways of thinking.*

jul. – aug
2004

● **Alexandre** (RTS, PC – 2004)

- Sent as part of a “fire team” in a third party studio to improve the quality of the game

Software : 3dsMax, Photoshop ; Engine : GSC engine



2004

dec. 2002-
jun 2003

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

- Animator on the online version of the game

Software : 3dsMax ; Engine : Unreal



2004



Black Sheep Studio,
Paris

After Kalisto closed down, we decided to make our own new game with a bunch of colleagues and friends from our latest project at Kalisto, and went on creating a game company for making things easier.

Totally new environment for us, where we learned a lot about pro-activity, management, self-management, communication, to name a few.

sept 2005 -
feb. 2006

● **Pif et la course mystérieuse** (Racing, PC/PS2 – not released)

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

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

Not
Released

aug 2004 -
april 2006

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

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

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



2006



Kalisto, Paris

This is where it all began for me.

I met awesomely talented people, worked on multiple projects, learned the hard way that projects get canceled sometimes, and I had the chance to explore a lot of fields beside animation (modeling, texture, skinning, audio, etc). An awesome experience that got me hooked on video game development.

jan. 2001-
april 2002

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

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

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

Not
Released

● Education & Degrees

	1998 – 1999	<ul style="list-style-type: none">● 2D/3D Animator at Gobelins - Ecole des métiers de l'image, Paris <p>Program :</p> <ul style="list-style-type: none">- Traditional animation fundamentals, animation history- modelling, texturing, mapping, skinning, 2D & CG animation (on Maya)
	1995 – 1997	<ul style="list-style-type: none">● Desktop and Network Support Technician - Denis Diderot University, Paris, France <p>- apprenticeship in Bull (French computer company) and vocational education at Paris VII University</p>

● Skills & Interest

<u>Computer</u> ☒	<ul style="list-style-type: none">● Proficiency with : Motion Builder , 3DSMax & Character Studio, Photoshop● Engines : Anvil, LyN, Fox, Yeti, Jade, Unreal, TotemTech● Others : Maxscript ; Good knowledge of Excel, Word, PowerPoint
<u>Language</u>	<ul style="list-style-type: none">● French : Native tongue● English : Fluent● Spanish : Basic● Mandarin, Cantonese & Japanese : Beginner
<u>Interests</u>	<ul style="list-style-type: none">● Writing game concepts & Game designs● I enjoy story telling in every forms: movies, books, games● Animating & studying around me how things happen to improve my animation skills