






Wilfred Trottet

wilfred@wilfred.com
website : www.wilfred.com

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

 UBISOFT Ubisoft, Singapore	<ul style="list-style-type: none">● Assassin's Creed : Brotherhood, (Action, Xbox/PC/PS3 – 2010) <p>april. 2010 - oct.2010</p> <ul style="list-style-type: none">- Coproduction with Ubisoft Montreal, Lead animator on the ingame cinematics & specific gameplay animations for the maps done in Singapore <p><u>Software</u> : Motion Builder, 3dsMax; <u>Engine</u>: Anvil (Ubisoft engine)</p>	 2010
	<ul style="list-style-type: none">● Prince of Persia : Forgotten Sands, (Action, Xbox//PS3 – 2010) <p>oct. 2009 - april. 2010</p> <ul style="list-style-type: none">- Coproduction with Ubisoft Montreal, Lead animator on the ingame cinematics & specific gameplay animations for the maps done in Singapore <p><u>Software</u> : Motion Builder, 3dsMax; <u>Engine</u>: Anvil (Ubisoft engine)</p>	 2010
	<ul style="list-style-type: none">● Assassin's Creed 2, (Action, Xbox/PC/PS3 – 2009) <p>may 2009 - oct. 2009</p> <ul style="list-style-type: none">- Coproduction with Ubisoft Montreal, Lead animator on the ingame cinematics & specific gameplay animations for the maps done in Singapore <p><u>Software</u> : Motion Builder, 3dsMax; <u>Engine</u>: Anvil (Ubisoft engine)</p>	 2009
	<ul style="list-style-type: none">● TMNT Turtles in Time Re-Shelled, (Beat'em all, XboxLive/PSN – 2009) <p>oct. 2008 - may 2009</p> <ul style="list-style-type: none">- Lead animator and Animation Technical Director- 3dsMax script tools (maxscript) <p><u>Software</u> : Motion Builder, 3dsMax; <u>Engine</u>: LyN (Ubisoft engine)</p>	 2009



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

oct. 2007 -
oct. 2008

- Lead animator and Character team manager
- Animation Technical Director

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



2008

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

april 2007 -
oct. 2007

- Senior Animator: keyframe animation, ingame & cinématique

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



2007

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

nov. 2006 -
april. 2007

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

Software : Motion Builder, 3dsMax ; Engine : Unreal



2010

● **RedSteel** (FPS, Wii – 2006)

oct. 2005 -
nov. 2006

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

Software : Motion Builder, 3dsMax ; Engine : Unreal



2006

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

jun 2005 -
oct. 2005

- Senior Animator : animation & mocap operator, integration

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



2006

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

nov. 2004 -
jun. 2005

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

Software : Motion Builder, 3dsMax ; Engine : Unreal

Not
Released



● **Alexandre**, (RTS, PC – 2004)

jul. – aug
2004

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

Software : 3dsMax, Photoshop ; Engine : GSC engine



2004

Ubisoft, Anancy

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

dec. 2002-
jun 2003

- 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 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 Engine



2006



Kalisto Paris /
Kalisto Bordeaux

jan. 2001-
april 2002

- **Castleween**, (Platformer, PS2/GameCube – 2002)
 - Lead Anim / Technical Director
 - Modeling, texture, skinning, rigging, integration

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



2002

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

- **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

● Skills & Interest

Computer
☐

- Proficiency with : Motion Builder , 3DSMax & Character Studio, Photoshop
- Engines : Anvil, LyN, Fox, Yeti, Jade, Unreal, TotemTech
- Others : Maxscript ; Good knowledge of Excel, Word, PowerPoint

Language

- French : Native tongue
- English : Fluent
- Spanish : Basic
- Chinese : Beginner (marital language)

Interests

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