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Character modeler

Objectives

Work as a character modeler in a great team in order to improve my skills and create high quality characters for animation film or game.

Education

2007: Self formation in XSI, Zbrush, Mudbox, and Silo and anatomy
2003-2006: Engineer diploma of applied physics and instrumentation.
ESIA, ANNECY, FRANCE
2000-2002: Technical Degree of physical measurement.
IUT, CAEN, FRANCE

Work experience

Since septembre 2008 : Freelance character artist (model/texture/skinning)
2006: 5 months internship in Ryusyo. Takamatsu, Japan.
Programming control software for air-conditioning.
2002: 3 months internship in Faurecia. Flers, France.
Controlling of measuring instruments

Software knowledge

modeling: Silo, Mudbox, Zbrush
texturing: Photoshop, Bodypaint 3D
generalist: XSI, 3Ds max
rendering: Mentalray, Modo, Brazil
Programming: C++, labview, php, Mysql, html

Skills

Organic and hard surface modeling/Texturing.
Ability to create character and gear accurately from concept art.
Team working and quick learning.

Other interests

Sport: Snowboard, rollerblading, capoera.
movie, videogame, manga.
Japanese culture