

Skills

Character, creature and environment digital sculpting (ZBrush)
Strong knowledge of hi-res and low-res modeling (organic and hard surfaces)
Very good understanding of the production pipeline for films and the video game's industry

Work Experience

- 01 / 2011 - present : **Pixomondo**, London : modeler (film)
Film :
 - Wrath of the Titans
 - The Hunger Games
 - Hugo Cabret, *Martin Scorsese*
- 08 / 2010 - 12 / 2010 : **Classics Animated**, Montreal : Character artist (film)
- 11 / 2009 - 07 / 2010 : **Modus FX**, Sainte-Therese : Digital sculptor (film)
Films :
 - Source Code - 2011
 - Super - 2010
 - The American - 2010
 - Barney's Version - 2010
 - March Of The Dinosaurs - 2010TV :
 - America : The Story of Us (History Channel) - 2010
 - Atlas 4D - 2010Game cinematic :
 - Fear 3 - 201070 mm :
 - Oil - Extending City Dreams - 2010 Shanghai World Expo
- 11 / 2008 - 10 / 2009 : **Trapdoor Inc**, Montreal : Character modeler & environment artist (game)
- 01 / 2008 - 07 / 2008 : **Amusement Cyanide**, Montreal : Modeler & character animator (game)
Games :
 - Blood Bowl
 - Loki

Education

- 2008 : Graduated from NAD Center design and digital art for video games, *Montreal* (1 year)
- 2006 : Graduated with honours from Créapôle Design School, *Paris* (3 years)

Award & Publication

- 2009 : **D'Artiste Character Modeling 3**, *Ballistic Publishing*
- 2008 : **Eidos' awards** for the 2nd best character modelisation

Softwares

- ZBrush
- Softimage
- 3DS Max
- Maya

Languages

- French
- English