

GUILLAUME GILBAUD

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ANIMATOR



WORK EXPERIENCE

Apr 2011 - Sep 2011

Animator,

Black Pixel Studio, France

Creature animator, 3D rigger. Game project : Origami Adventure.

Dec 2009 - Mar 2011

Animator/3D artist,

Playground Lab, France

Character animator, 3D rigger. Game project : Hook's Bomb Party.

Responsible for all animation and rig.

3D artist. Visual presentation (video + booklet) : platform Games World.

Responsible for all 3D visual creation and video editing.

Also took part in the development of the Facebook's applications :
Vieille Poche and Goldmine.

Mar 2008 - May 2009

3D artist,

Association Futurn, France

Modeling (props)/Texturing/Rigging/Animating. Game project : Mital War.

Jun 2005 - Aug 2005

Trainee 3D artist

Smack Down Production, France

Modeling/Texturing/Animating. Internal game project.



EDUCATION

2007 - 2009

Créajeux

3D computer graphics for video games, France

2004 - 2005

ETPA

3D computer graphics for featured animations, France

Languages

French : mother tongue, English : fluent (**1 year in London**)

German : basic level.

Softwares :

In-depth knowledge

Maya, 3ds Max, Photoshop, After Effects, Unity.

Basic knowledge

Flash, Flipbook, Motion Builder, XSI, Zbrush.



EXTRAS

Cinema, comic books, music, guitar (played for 15 years), mountains, snowboard, tennis, reading, cooking, travelling...