

Work Experience

Character Rigger - Studio Hari (Paris)
2015
Tv series 'La chouette & cie'

Character Rigger - TAT Studios (Toulouse)
2012-2013
Tv series 'Les As de la Jungle, à la rescousse'

Character Rigger - Enigami (Lille)
2012-2015
Video game 'Shiness'

Character Rigger - Dreamwall (Charleroi-BE)
2012
Series 'Tuktulik'

3D Artist / Web - Patarif
2011

Education

CGSociety Workshop - Character Facial Rigging
for Production
2015
By Wade Ryer

Self-Learning - Rigging, Sculpting, Modeling
2010-2014

Digital Tutors, ZbrushWorkshops, 3DQuaker,
Elephorm...

CGITrainer - 2D/3D Training
2010-2011

Professional License - IUT (Calais)
2009-2010
Digital Imaging

IT Diploma - IUT (Caen)
2007-2009

Baccalaureat - Economic and social sciences
2007

Skills

Character Rigging
Digital Sculpting
3D Modeling
Re-Topology

Softwares

3DS MAX 
Maya 
Zbrush 
Photoshop 

Dev

Python, Maxscript, MEL

Web

HTML5, CSS, PHP&MySQL

Languages

French (native language)
English

Hobbies

Running, Climbing, Movies, Video Games

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