



Loïc Dautry

Junior 3D Animator

Profile

Freshly graduated from 3D Realization from MJM Graphic Design Strasbourg, I yearn for being surrounded by passionate and talented people which I can work with, learn from and be inspired by. Acquire experience and grow to realize always more captivating animations and give life to unique characters.

Employment History

Trainee 3D Animator at Blakmill, Illkirch-Graffenstaden

October 2018 – June 2019

- Animation of 3D low poly characters within the technical limitations of a VR mobile video game.
- Creation of a teaser for said games. I handled the scenario, storyboard, animation of four full characters, and render in Unreal Engine 4.
- Help the team by modeling some simple models, rigging, as well as exchanging feedback across the production line and proposing ideas for new content and enhancements.

Education

Bachelor in 3D Realization, MJM Graphic Design, Strasbourg

October 2016 – June 2019

Specialized in animation, released several animation works in the form of personal projects and the group graduation project.

Graduated with honors

Preparatory Workshop, MJM Graphic Design, Strasbourg

September 2015 – June 2016

Learned the basics of traditional drawing, painting, sculpting, in the context of producing pre-production and production of video games and animated movies.

Also learned Arts History and coffee handling.

Extra-curricular activities

Forum moderator at Simple IT at Simple IT

October 2019 – Present

- Volunteer member of [Openclassrooms](#) ' forum staff (largest French site for online computer education).
- Responsible for the good behavior of forums and emulates the community.
- Intermediary between the users and the employees of the company.
- In charge of the "3D Graphics" section.

Details

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Links

[Portfolio](#)

[Artstation](#)

[Linkedin](#)

[Vimeo](#)

Skills

Autodesk Maya

Blender 3D

Autodesk 3ds Max

Character Animation

Rigging & Skinning

Modeling

Python

Languages

French

English

Hobbies

Japanese & French animations (Le Roi et l'Oiseau, Katanagatari), Marvel Cinematic Universe, Tolkien & The Lord of the Rings, First Person Shooter Games (Overwatch), story-driven video games (Mass Effects, Deus Ex), Soundtrack music, scouting, Violin, History, Half-Life 3.