



# Loïc Dautry

## 3D CHARACTER ANIMATOR

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Qualified in 3D keyframe animation for characters. Comfortable on Maya, 3DS Max and Blender. I'm an adept of self-learning and constant improvement, always eager to improve and learn new tools and technologies or techniques.

**in** @loicdautry

**ig** @l0lock

**tw** @L0Lock

### Education

From October 2020 to June 2021 **3D Character Animator**  
**Gobelins School** Annecy, France  
Specialization in the animation of 3D characters.

From September 2015 to June 2019 **3D Production Licence**  
**MJM Graphic Design** Strasbourg, France  
General study of graphical arts and 3D CGI focused around animation, movies and video-games.

### Work experience

From March 2020 to September 2020 **IT Receptionist**  
**French agency of unemployment** Strasbourg, France  
Assist job seekers on using the computer, advise them on common procedures and help them to gain autonomy.

From October 2018 to June 2019 **Trainee 3D Animator**  
**Blakmill** Strasbourg, France  
Animate 3D low poly characters for several private VR mobile video games and their associated advertising content.

Since October 2016 **Volunteer Forum Moderator**  
**Openclassrooms.com** France  
Co-responsible for the good atmosphere on the forums and the emulation the community, in charge of the "3D Graphics" section.

### Skills

**3D Animation** ●●●●●●●●●●  
**Maya** ●●●●●●●●●●  
**3DS Max** ●●●●●●●●●●

### Languages

**French**  
●●●●●●●●●●

**English**  
●●●●●●●●●●

### Assets

**Open-minded**

**Team worker**

**Problem solving**

**Feedback hungry**

### Favorite Movies/Series

**Ratatouille**

**The King and the Mockingbird**

**Jiāng Ziyá**

**Shingeki no Kyojin**

**Darling in the FranXX**

### Interests

**Anime**

**Story-driven video-games**

**Cooking**

**Music study**

**History study**