



Loïc Dautry

3D CHARACTER ANIMATOR

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Qualified in 3D character animation. Comfortable on Maya, 3DS Max and Blender. I'm an adept of self-learning and constant improvement, always eager to learn from other people, give them all the support I can, and constantly stay on the track 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 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

History