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## Objective

Passionate artist working as a 3D Animator, bringing creativity and an expansive knowledge of software to bring projects to life.

## Software Experience (Windows/Linux)

Maya, 3DS Max, Shotgun, Jira, Unreal Engine, Unity, Adobe Creative Suite, TV Paint

## Personal Qualities

Strong communicator and team member, reliably meets deadlines, quickly learns new pipelines, creative and motivated, always willing to learn and improve

Languages: English (Native), French (Working Proficiency)

## Experience

### Senior Associate Animator at High Moon Studios

November 2020 - Present

Worked on the campaign for "Call of Duty: Vanguard"

### 3D Animator at MPC

December 2018 - December 2019

Worked on the films "X-Men: Dark Phoenix" and "The Call of the Wild"

### Junior Animator at Technicolor

October 2018 - December 2018

Went through the Animation Academy training program to learn the VFX pipeline and MPC's tools

### 3D Animator at Singing Frog Studio

April 2018 - August 2018

Worked on the feature film "Racetime / La Course des Tuques"

### 3D Animator at Virtual Basement LLC

September 2017 - April 2018

Created animations for a game called "Outlaws of the Old West"

## Education

### Champlain College Burlington, VT

Bachelor of Science Degree in Game Art & Animation, May 2017

## Interests

Movies, Cooking, Video Games, Music, Snowboarding, Drawing