

# BLONDEL GABRIEL

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## CAREER GOAL

- Passionate CG artist. Seeks challenges as a 3D Animator in VFX/Game/Animation studio.

## LANGUAGES

- English, French
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## PROFESSIONAL BACKGROUND

- **Summer 2016: Animator on "Jerry and the Raiders" at FAKE Digital Entertainment**

**Tasks:** Animated multiple characters on a TV kid's show "Jerry and the Raiders".

- **Summer 2015: Animation Intern at FRAMESTORE**

**Tasks:** Animated CG lights and digital doubles on "Now you see me 2"  
Animation of a personal project using the rigs and the pipeline of the studio.

## SKILLS

- Solid knowledge of animation principles with 2D/3D softwares.
  - Mo-Cap correction and implementation with Autodesk MotionBuilder.
  - Able to build character rigs under Autodesk Maya and Blender
  - Good knowledge of most aspect of a usual CG pipeline (Modeling, rigging, lighting, comp, etc.).
  - Basic knowledge of MEL and Python scripting for Maya.
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## EDUCATION

**Université du Québec à Chicoutimi**  
*Bachelor's Degree in 3D animation and digital design*

Montréal, QC  
2014-2016

## COURSE

- **FALL 2016 : Character animator in Academic Short Film: "RUN"**  
**Tasks:** Animated multiples characters on an ambitious short in a team of over 20 students .
  - **Winter 2016: Animator, Rigger and Character Modeler: " V-Net Advertisement project"**  
**Tasks:** Worked in a team of 5 artists as a Character Modeler, Rigger and Animator to ensure the completion of an Internet service advertisement.
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## PROFILE

- Efficient in teamwork, easily adapts himself in a production pipeline

## INTERESTS

- Physical training, sprint, traditional animation, comic drawing, reading