

## personal information

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33 years old  
driving licence acquired in 2003  
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# CURRICULUM VITAE 2018

Guillaume POLVECHE  
computer graphics generalist artist / technical director artist  
CG Artist  
technical director

## professional experiences

period

position

company

Jun. 2016 - Today

Freelance CG Generalist

Various

Motion design, VFX, Simulation, Arch Previz, Rigging, Rendering, Compositing for : Studio Redfrog, Seize Degrees, Foligraf Studio, White Rabbit Pictures

Mar. - Jun. 2017

Compositing Operator

Ankama

Compositing on the 2D animated series WAKFU

Jan. - Feb. 2017

CG Artist / Renderer

Tchack

3D animation trailer :  
Shading, Surfacing, Lighting, Rendering, Compositing

Jan. - Apr. 2016

Animation Pipeline Developer

Ankama

Pipeline development on the animated series WAKFU :  
Standalone specific production softwares, Pipeline and art tools plug-ins for Adobe platforms

Oct - Nov. 2015

CG Artist / Motion Designer

White Rabbit Pictures

3D Motion Design for commercials and identity of a metallurgy multinational company :  
Modeling, animation, simulation, VFX, shading, rendering.

Nov. 2013 - Jun. 2014

CG Artist / Technical Director

Studio Redfrog

CharFX TD and FX TD on 3D animated series for young audience : «Linkers»  
Development and application of visual effects, animation tools and pipeline.

June - Aug. 2013

CG Artist

Foligraf Studio

Lighting, shading, rendering, animation for jewellery products promotions.  
Fur pipeline and setup for advertising animations.

June - Dec. 2012

CG Artist / Technical Director

Je Regarde

CharFX TD and FX TD on the 3D animation short : «Premier Automne»  
Development and application of visual effects, animation tools and pipeline.

2008 - 2011

CG Artist trainee

ATR, Wip:ON, Pèoléo

3 internships while education period, including Webdesign, 3D modeling and Texturing at : Agence To Rich, Wip:ON, Pèoléo

## extra information

Passions :  
Snowboarding, Driving, Music,  
Photography, Illustration.

Interests :  
Cinema, Sci-Fi, Painting,  
Sculpting, Architecture.

## skills

### basics :

Modeling, Surfacing, Lighting, Compositing, Rendering

### advanced :

Rigging, Char FX (clothes, hair),  
VFX, Particles, Physical simulations,  
Pipeline / Scripting, Plug-in development, Python, JavaScript

### languages :

French: Mother Tongue  
English: Read & Written, professional competences

## education

2007 - 2013 «Ecole Supérieure d'Infographie» Pôle IIID

PôleIIID CG Degree : «Master Concept./Réal. 2D/3D», Roubaix France

2003 - 2005 Graphics Arts Schools

Ecole Supérieure d'Arts Graphiques (ESAG), Paris France  
Académie d'Arts Plastiques et Graphiques Européenne (ADPE), Lille France

June 2003 Baccalauréat S (Science stream)

Baccalauréat «Scientifique spécialité Mathématiques, Anglais 1ère langue»