

## personal information

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31 years old  
driving licence acquired in 2003  
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# CURRICULUM VITAE 2016

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

## professional experiences

period	position	company
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 / TD Motion Designer	White Rabbit Pictures
3D Motion Design for commercials and identity of a metallurgy multinational company ; Modeling, animation, simulation, VFX, shading, rendering.		

June 2015	CG Artist / Modeler	Foligraf Studio
Advertising : Props, architectural and vegetal photorealistic modeling / 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 / Technical Director	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.		

July - Sept. 2011	CG Artist	Péoléo
Generalist (internship) on the Trade Card Game «Drakerz» Modeling Low-Poly and Texturing		

June - July 2010	CG Artist	Wip.ON
Generalist (internship) on many Advertising Videos 3D animation, modeling, matte painting, compositing		

June 2008	Webdesigner	Agence To Rich
Webdesign (internship) for trade websites, e-marketing and flash banners		

## extra information

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

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

## skills

### basics :

Modeling, Surfacing, Lighting, Animation, 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»