

personal information

www.uke.fr

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32 years old
driving licence acquired in 2003
243 rue Kleber
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CURRICULUM VITAE 2017

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

Development, VFX, Simulation, Motion design, Arch Previz, Rendering, Compositing for : Studio Redfrog, Seize Degrees, White Rabbit Pictures, Ankama, Tchack

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.

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»