

## personal information

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34 years old  
driving licence acquired in 2003  
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# CURRICULUM VITAE 2019

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		
Feb. 2018 - Mar. 2019	Pipeline Developer/Comp. Op.	Madlab Animations
Pipeline development, plug-ins and automation for Adobe and Toombom platforms Compositing on the 2D animated series ABRACA		
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 for 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 - 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 - 2013	CG Artist trainee	ATR, Wip:ON, Pèoléo, ...
4 internships while education period, including Webdesign, 3D modeling and Texturing at : Agence To Rich, Wip:ON, Pèoléo, Foligraf Studio		

## 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»