

[personal details]

Fabrice BOUVET

born 14th August 1975, french nationality

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work samples: <http://mapage.noos.fr/faaab>

[education]

1996 -> 1998 2 years higher diploma in animation (traditional animation) at the **Gobelins** School of Visual Arts, Paris.
1994 -> 1996 2 years degree in graphic design and publicity (equivalent to Higher National Diploma)
1993 -> 1994 1 year preparatory program in applied arts (graphic design, industrial design...)
1993 French Baccalauréat majoring in philosophy (equivalent to A level)

[employment history]

animation

- Dec. 2005 -> present Pyro Studios (Madrid)
Lead animator on "Cops" (working title) (targeted for Xbox360, PS3, due 2009):
- created in-game and real-time cutscenes animations,
- designed animation systems along with game designers and programmers,
- management of the animation team, recruitment, animation supervision, animation list, scheduling, production follow-up, cutscenes outsourcing planning, mocap studios due diligences, mocap sessions planning and directing, technical supervision.
- May 2004 -> May 2005 **UbiSoft** (Shanghai Studio)
Lead animator on SplinterCell: Double Agent (XBox360, 2006):
- part of the initial core team, participate to brain storming meetings, project kick-off meetings,
- designed animation systems along with game designers and programmers,
- created in-game animations,
- co-management of the animation team, animation supervision, mentoring, mocap sessions planning and directing.
- May 2003 -> May 2004 Gameloft (UbiSoft group, Paris)
3d animator then lead animator on Nightmare Creatures 3 prototype (XBox, not published):
- created in-game animations
- designed animation systems along with game designers and programmers,
- managed a small team of animators (up to 3), work on quality, animation list, scheduling and production follow-up
- August -> Sept. 2002 & April -> May 2003 So What Now (graphic design and animation studio, Paris)
3d animator on "Zaka Power" jingles for Canal J (french cable channel for children)
- April 1999 -> April 2002 **Kalisto Entertainment** (both Bordeaux and Paris Studios)
3d animator on Nightmare Creatures 2 (published by Konami, 2000, PS1/dreamcast):
- worked on the pre-rendered cinematics animation
3d animator on Lucky Luke 2 (published by Infogrames, 2001, PS1/pc):
- worked on real-time cinematics animations
- July -> August 1998 Le Studio Ellipse (animation studio, Paris)
4 weeks internship as a junior animation supervisor
- improvements on the graphic bible, some character design
- August -> Sept. 1997 La Machine Productions (animation studio, Paris)
4 weeks internship as an animator
- 2d animation, storyboard, compositing

as a graphic designer

1996 -> 2003 graphic design for Galerie ESCA (modern art gallery); website, print (invitations...)
graphic design for FIAV (video art festival); logotype, website, print (poster, invitations)
graphic design for Papiers Libres (modern art magazine), logo, magazine page layout...

1996 -> 1999 graphic design for the Société d'Histoire Moderne et Contemporaine de Nîmes et du Gard annual report
- designed and executed the page layout (4 issues)

June -> July 1995 4 weeks internship at Atelier Baie (graphic design studio)

[other informations]

Other skills : Story-board, concept art (character design), photography,
modeling, texturing, lighting, rendering, editing and compositing

languages : French (mother tongue)
English (good working knowledge)
Spanish (intermediate level)
Italian (basic knowledge)

softwares : 3d : 3dsMax, Character Studio, Brazil, Reactor
2d : Photoshop, After Effects
Game engine : Unreal Editor 2.5 and 3 (animation part)
Perforce, MS Office,...