

Clémentine Le Guilloux

13/07/1995

Driving licence

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Educations



2017 - 2018 Master Degree 2 «Arts et Technologies de l'Image (ATI)»
- Paris 8.



2016 - 2017 Master Degree 1 «Arts et Technologies de l'Image (ATI)»
- Paris 8.



2015 - 2016 Bachelor Degree «Arts et Technologies de l'Image (ATI)»
- Paris 8.



2013 - 2015 Technical University Degree «Métiers du Multimédia et de l'Internet (MMI previously SRC)»
- University Institute of Technology Angoulême.



2013 A-level STI2D option Innovation Technologique et Eco-Conception (ITEC) with honours
- High school Léonce Vieljeux La Rochelle.

Experiences

November 2017 - September 2018 Internship in real-time 3D animation - Magic Pockets - Torcy.
Gameplay / NPC (non-player character) animation. Realize of cutscenes.

May 2017 - September 2017 Internship in real-time 3D animation - Magic Pockets - Torcy.
Gameplay and NPC animation (non-player character).

May - June 2016 Internship 2D/3D infographics - Les Fées Spéciales - Montpellier.
Colorization and rigging 2D/3D puppets for the movie «Dilili à Paris» Michel Ocelot.

January 2016 Global Game Jam with the game «Monday Morning» - Paris.

April - June 2015 Internship infographics and web développement - NTConseil - Angoulême.

March 2015 : Involvement in «24h/24s contest» with short film «Paulette» - Animation contest - Angoulême.

Languages

French : fluent

English : professional

Softwares and skills

Softwares



Skills

3D/2D animation, motion capture, modelisation, rigging, skinning, texturing, Python / Mel.

Personnal qualities



Curious



Creative



Hardworking



Passionate

Activities and interests

- I make and animate 3D characters during my free time.
- I love video games (especialy RPG).
- I learn motion capture.
- Practice Parkour !