

# RESUME

**Mimo, Generalist 3D Artist**

Bangkok, Thailand

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Date of birth: March 29th 1975

## PROFESSIONAL EXPERIENCE

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- April 2012 to present : Freelance
- Nov. 2010 to March 2012 : Shade-In Ltd, Bangkok
- Jan. 2008 to April 2010 : Oriental Post, Bangkok
- Nov. 2004 to March 2007 : Okidoki, Paris
- June to August 2004 : 3D Clic, Paris
- September 2003 : B-Link Studio, Paris
- June 1997 to June 2003 : Antefilms Production, Paris

## SOFTWARE PRACTICAL EXPERIENCE

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- 20 years experience of modelling/animation/dynamics/scripting with Autodesk Maya, rendering with V-Ray, Redshift
- Compositing skills with Nuke
- Video editing with Final Cut Pro X
- Development skills with Rad Studio Delphi, Python, Mel, PHP, HTML

## EDUCATION - DEGREES

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- 1994 : Baccalauréat

## LANGUAGES

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- French : native tongue
- English : fluent
- Thai : basic spoken

## PRODUCTIONS LIST

### - Freelance :

- Oct. 2017 - *New project for Disney (still in delivery process and confidential)*
- Jan. 2017 - *Vastarel new version - 3D Medical animations for Science Prod*
- Dec. 2016 - *The Beauty and the Beast - The Magic of Storytelling for Disney*
- Nov. 2016 - *Triveram - 3D Medical animations for Science Prod*
- Sep. 2016 - *Vastarel - 3D Medical animations for Science Prod*
- July 2016 - *Architectural Visualization of Beaux-Chênes house in France*

- Jan. 2016 - *The Jungle's Book - The Magic of Storytelling for Disney*
- Dec. 2015 - *Big Friendly Giant - The Magic of Storytelling for Disney*
- Feb. 2015 - *Architectural Visualization of Plus67 Condominium in Bangkok*
- Nov. 2014 - *The Magic of Storytelling for Disney - 1<sup>st</sup> Episode*

**- Shade-In Ltd (in Bangkok, co-owner with Eric Delacour):**

- 2010-2012 - *TV Commercials for Haribo Dragibus, Triba, Audition conseil, La vache qui rit, Whisper, Rejoice - Maya, Nuke*
- *3D Medical animations for Science Prod - Maya, Nuke*

**- Oriental Post :**

- 2008-2010 - *Feature films VFX Orahun Summer, 4 Phraeng, 5 Phraeng, Winyan, Tai Hong - Maya, Nuke*
- *TV Commercials for Omere, Ministry of Energy of Thailand - Maya, Nuke*

**- Okidoki :**

- 2006 - *Les Badabops (50x4 3D TV series) - Maya, MotionBuilder, Digital Fusion*  
Motion capture operator, characters set-up and animation pipeline between MotionBuilder and Maya. I've made a MEL script to easy build all Maya scenes, animation set-up of flowers, frog, bee, and bops. Compositing of some CGI layers with digital Fusion.
- 2006 - *Grany (advertising) - Maya, Digital Fusion*  
Paper keyframing.
- 2005 - *Moevenpick (advertising) - Maya*  
Live tracking and coffee drip keyframing.
- 2005 - *France Bleu (advertising) - Maya, Maya fluids*  
In charge of the entire advertising using Maya Fluids, except the two characters motion.
- 2005 - *Bio Danone (advertising) - Maya*  
Lemon modelling and keyframing.
- 2005 - *BMCE (advertising) - Maya*  
Live tracking and particle effects.
- 2005 - *Timotei (advertising) - Maya*  
Live tracking and hair modelling and dynamic effects of one shot.
- 2005 - *Expedia (advertising) - Maya*  
Plane and ball keyframing.
- 2004 - *Airwick (advertising) - Maya, Digital Fusion*  
In charge of particles flowers effects and live camera tracking.
- 2004 - *Saupiquet (advertising) - Maya*  
Fish modelling.
- 2004 - *Sensodyne (advertising) - Maya, Digital Fusion*  
Keyframing and compositing.
- 2004 - *Yoplait Ptits Filou Tubs (advertising) - Maya, Digital Fusion*  
Tubs, fridge and props modelling, compositing of CGI layers.
- 2004 - *Toon Disney (jingle TV) - Maya*  
Modelling of a Jet pack, witch brush, skate board.

## - 3D Clic :

2004 - *The Cotoons (cartoon)* - Maya, Kaydara Filmbox

Motion capture operator, characters set-up and animation pipeline between MotionBuilder and Maya.

## - B-Link Studio :

*B-Link Studio was our own company created in October 2003 with three friends to make a Dutch 26x26 cartoon named Donz Family.*

*Unfortunately, this project can't be purchased and the company was stopped in March 2004.*

2004 - *Animakids (logo cinema)* - Maya

Props and camera keyframing.

2003 - *Donz Family (cartoon pilot)* - Maya, MotionBuilder, Softimage

In charge of all motion capture takes, characters set-ups and animation pipeline between MotionBuilder and Maya.

## - Antefilms Production :

2001 - *FunkyCops (cartoon 26x26)* - Maya, MotionBuilder, Digital Fusion

In charge of all motion capture takes in nightclub, characters set-ups and animation pipeline between MotionBuilder and Maya.

I've made a MEL script to build all Maya scenes with cars motions and behaviours in town.

Compositing of some CGI layers with varied 2D VFX with digital Fusion.

2000 - *Alcatel (corporate)* - Maya, Kaydara Filmbox

Character Modelling, motion capture operator, animation pipeline between Filmbox and Maya.

2000 - *Boujenah (DVD illustration)* - Maya

Modelling and rendering.

2000 - *Noel Red (Cartoon Network credit)* - Maya

Props and camera keyframing.

2000 - *Scoobi-Doo (Cartoon Network credit)* - Maya

Props and camera keyframing.

1998 - 2002

*Tribal X (TV Design)* - Maya, Kaydara Filmbox

I've modelled one of three characters (XXL, the smallest one) and some props, make the motion capture pipeline between Filmbox and Maya, characters set-ups and in charge of recorded all mocap takes.

I've used MEL language to transfer all mocap animation into Maya and build the scenes in a fastest way.

And Borland Delphi to create my Take Manager software to dispatch all scenes for rendering.

1998 - *Fred the Caveman (cartoon pilot)* - Alias Power Animator, Digital Fusion

Modelling, keyframe assistant with a senior animator, smoke and particles effects, compositing.

1998 - *Jingle TF1 (TV jingles)* - Alias Power Animator

Modelling, keyframe assistant with a senior animator.

1997 - *Air France (corporate)* - Alias Power Animator, Digital Fusion

Props modelling, keyframing, rotoscoping and compositing.

1997 - *The Acrobats (cartoon pilot)* - Alias Power Animator

Modelling, planes and cameras keyframing.

1997 - *Abalone (advertising)* - Alias Power Animator

Modelling of the game set, the marbles, and keyframing.

1997 - *Sagem (advertising)* - Alias Power Animator

Mosquito and cameras keyframing.

1997 - *Lacoste (advertising)* - Alias Power Animator

Christmas Ball modelling and keyframing.