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Born 2nd of January 1984
Nationality : French

3D ANIMATOR / RIGGING / SCRIPTING

EDUCATION

26 June 2009 Masterclass about Character animation pipeline, Motion Capture and Rigging
20 June 2008 Masterclass with Kyle Balda (Pixar, ILM, Lucas Arts...) about Animation & Acting
2005-2006 Realisation of our **graduation short movie " Bed Boy"**
2003-2005 2 years in **3D Broadcast** at the ISART (Institut Supérieur de l'ART Digital)
2002-2003 Multimedia/Web/Print at the ISART
2001-2002 PCSI (Physic-Chemistry)
2001 Baccalaureat S, French equivalent to A level in Sciences

**WILLING TO
LEARN FROM
THE BEST**

GRADUATE

PROFESSIONAL EXPERIENCE

Feb2016-Now **3D Animator - « Asobo Studio » - France**

- Character Ingame Animation, Motion Capture Editing.
- Softs : MotionBuilder, 3dsMax

Aug2015-Jan2016 **System Animator - « Remedy Entertainment » - Finland**

- Character Ingame Animation(NPC Locomotions, Dialogs...), Cinematic Ingame Animation, Motion Capture Editing.
- Softs : MotionBuilder

MOBILITY

Sep2011-Aug2015 **3D Animator - « Asobo Studio » - France**

- Character Ingame Animation, Motion Capture Editing, Facial Motion Capture Editing (Faceware softwares) ...
 - Character Setup and Facial Rigging, Tools Scripting (Maxscript, Python).
- Softs : MotionBuilder, 3dsMax, Faceware, Matchmover

Jul2010-Aug2011 **3D Animator - « Hydravision Entertainment » - France**

- Character & Assets animation.
- Softs : 3dsMax , Character Studio

Jan2010-Jun2010 **Lead Animator - « Hydravision Entertainment » - France**

- Managing team, outsourcers and MotionCapture Actors, in charge of department planning and cohesion with others departments on the video game "X Factor" (Xbox360, PS3, Wii).
 - Facial Rigging, RTC & Character Animation, Motion Capture Shoots.
- Softs : 3dsMax , Character Studio, Maxscript Tools, Motion Capture suite softwares

TEAM SPIRIT

Mar2007-Dec2009 **3D Animator / Rigging - « Hydravision Entertainment » - France**

- Character Animation(realistic, cartoon, Real Time/Ingame, facial...), Motion Capture Editing, Character Setup and facial rigging, Maxscript, R&D ...
 - Skinning, Motion Mixer and Layers, Keyframing, Morphing, animation loops, posing ...
- Softs : 3dsMax, Character Studio, After Effects, Motion Capture suite softwares

Jul2004-Jul2005 **3D Graphist / Animator - « Nouveau Studio » - France**

- 1-year telecommuting internship in alternation with my last year at the ISART (1week at school/3 weeks in internship).
 - Realisation of short footages on differents themes for cellular phones (MMS, Screensavers...).
- Softs : 3dsmax, After Effects, Combustion, Photoshop.

INDEPENDENT

ORGANIZED

COMPUTER SKILLS & FOREIGN LANGUAGES

3D : 3dsMax, Character Studio, MotionBuilder, Unity, Motion Capture softwares, Faceware (facial mocap), Maya (animation only), Unreal Engine 3(notions)

SELF-
MOTIVATED

Scripting

Languages : Maxscript, Python, CSharp, Javascript, HTML

Others : After Effects, Premiere, Matchmover, Combustion, Photoshop, Illustrator, Flash & Actionsript, Dreamweaver

French : Native Speaker

English : Full Professional Proficiency

HOBBIES/INTERESTS

Sports : Taekwondo 16 years in club(participation to many competitions), Kobudo, Hapkido, Running
Movies, Video Games, Drawing, Guitar

COMPETITIVE
OPEN-MINDED

CREDITS/ACCOMPLISHMENTS

*** VIDEOS GAMES :**

12* Quantum Break(AAA Title) (2016) Microsoft Studios / XboxOne

- Character Ingame Animation (Locomotions, Dialogs...)
- Cinematic Ingame Animation
- Motion Capture Editing

11* Fragments(Mixed Reality) (2016) Microsoft / HoloLens

- Facial Rigging
- Facial Motion Capture Editing using Faceware softwares
- Character Animation & RTCs Animation
- Motion Capture Editing

10* The Crew (2014) Ubisoft / Xbox360

- Port from next-gen to Xbox 360 : Optimization of mesh & assets in the world

09* Monopoly Plus (2014) Ubisoft / PS4 – PS3 – XboxOne - Xbox360

- Animation of tokens

08* Kinect Rush : A Disney Pixar Adventure(AAA Title) (2012) Microsoft Studios / Xbox360 Kinect

- Character Cartoon Ingame Animation

07* Snipers : Silent, Invisible, Deadly (2012) Big Ben Interactive / PS3 Move - Xbox360 - PC

- Character & Assets Animation

06* X Factor (2010) Ubisoft / Xbox360 - PS3 - Wii

- **Lead Animator** : *managing team, outsourcers and MotionCapture Actors*
- Facial Rigging
- Real-Time Cinematics Animation and Realisation
- Character Animation and Songs Realisation
- Motion Capture Shoots

05* Aladin Magic Racer (2010), Big Ben Interactive / Wii

- Character Rigging
- Character Cartoon Animation and animation of assets

04* Knockout Party (2009) Ubisoft / Wii

- Character Rigging and Skinning
- Character Cartoon Animation & animation of assets

- Scripting : 3dsMax tools to save animations and paste them on another character and to copy/paste/paste opposite poses from a custom rig

03* Eyetoy : Play Pom Pom Party (2008), Sony / Eyetoy PS2

- Character Rigging and skinning of all characters
- Character Animation
- Scripting : 3dsMax tools to help for the skinning and characters selection

02* Alone in the Dark 5: Near Death Investigation(AAA Title) (2008), Atari / PS2 - Wii

- Real-Time Cinematics and In-game Animation
- Cameras and Staging
- Skinning, Posing, Realistic character animation/acting, Animation loops

01* ObsCure 2 : The Aftermath (2007), Playlogic / PS2 - Wii - PC - PSP

- FMVs Animation (Realistic character animation/acting in keyframing)
- Cameras and Staging / 3D Interpretation of 2D layouts
- Morphing and facial animations, Lipsync

*** MOVIES / VIDEO :**

02* Funky Lab Rat : Trailer (2010) Hydravision Entertainment

- Character & Objects Animation
- Staging

01* Dungeon Twister : The Clip (2009) Hydravision Entertainment

- Motion Capture Shoot
- Data Reconstruction

References available upon request or on [myLinkedIn](#)