



Senior CINEMATIC/GAMEPLAY ANIMATOR & TECHNICAL

14+ years experience in video game industry
16 Games shipped including 5 AAA

Remi EDMOND

Montreal, Canada
 Born 2nd of January 1984
 Nationality : French

CONTACT

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SKILLS

3D :

- MotionBuilder
- Maya
- 3dsMax, Character Studio
- Motion Capture softwares, Faceware (facial mocap)
- In-House engines
- Unreal Engine 4, Unity
- Morpheme, Animation Blendtrees System

Scripting Languages :

Python, Maxscript, MEL, C#, Javascript, HTML

Production :

Jira, Shotgun, Excel

Others :

After Effects, Premiere, Matchmover, Boujou, Photoshop, Illustrator, Flash & Actionscript, Dreamweaver

PROFESSIONAL EXPERIENCE

Feb2019-Now

Senior Cinematic Technical Animator -

« **Eidos Montréal** » - **Quebec**

- Integration of Cinematics in engine(assets/scenes preparation, building systems/transitions/QTE logics... relative to cinematics, ...)
 - Technical Support to animators, staging artists...
- Softs : In-house Engine, MotionBuilder, Maya*

Jan2018-Feb2019

Senior Technical Animator -

« **Gameloft Montréal** » - **Quebec**

- Character Rigging, Tools Scripting
 - Character Network/Animation Blendtrees
- Softs : 3dsMax, Maxscript, Morpheme*

Sep2016-Jan2018

Senior Technical Animator -

« **Beenox** » - **Quebec**

- Character Specialist : In charge of creation of Character Pipeline, Creation of Facial Rig and UI FacePicker.
 - Rigging (Characters, Weapons, Vehicles, Props), Tools programming...
- Softs : Maya, Python, MEL, 3dsMax*

Feb2016-Aug2016

Gameplay Animator & Technical -

« **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*

Sep2011-Aug2015

Gameplay Animator & Technical -

« **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

Gameplay Animator -

« **Hydravision Entertainment** » - **France**

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

LANGUAGES

French : Native Speaker
English: Full Professional Proficiency

HOBBIES/INTERESTS

Sports :

Taekwondo 16 years in club (participation in many competitions), Kobudo, Hapkido, Running, Cycling

Movies, Video Games, Drawing, Comic books, Guitar

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

Mar2007-Dec2009 Cinematic/Gameplay Animator / Rigger -

« 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 Internship -

« Nouveau Studio » - France

- 1-year work at home 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.

EDUCATION

Sept 2019	Masterclass with Michal Makarewicz (Pixar) about Animation & Acting
June 2009	Masterclass about Character animation pipeline, Motion Capture and Rigging
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 ISART Digital
2002-2003	Multimedia/Web/Print at the ISART Digital
2001-2002	PCSI (Physic-Chemistry)
2001	Baccalaureat S (French A level in Sciences)

CREDITS/ACCOMPLISHMENTS

* VIDEOS GAMES :

- 16* Marvel's Guardians of the Galaxy(AAA Title) (2021)** Square Enix / PS5 – PS4 –XboxSeries X|S – XboxOne – PC
- Integration of Cinematics in engine(assets/scenes preparation, building systems/transitions/QTE logics... relative to cinematics, ...)
 - Technical Support to animators, staging artists and storyboarders (but also lighters, vfx, artists, audios... to all cinematic related help)
 - This role requires many various knowledge/understanding/versatility to be able to deal or do by myself very different tasks, apart from my owns, such as animation, rigging, tech. Animation, tech. LD, level art, lights & vfx ...
- 15* Call of Duty(AAA Title) (2020)** Activision / PS4 – XboxOne
- Character Specialist : In charge of creation of Character Pipeline, Creation of Facial Rig and UI FacePicker
 - Rigging of Characters, Weapons, Vehicles, Props...
 - Tools programming
- 14* A Plague Tale : Innocence (2019)** Focus Home Interactive / PS4 – XboxOne – PC
- (Character Ingame Animation (Locomotions, Dialogs...))
 - (Cinematic Ingame Animation)
 - (Motion Capture Editing)
- 13* Dungeon Hunter Champions (2018)** Gameloft / Android – iOS – PC
- Character Rigging
 - Character Networks in Morpheme
 - Tools scripting

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