

Olivier Couston

Character Artist

<http://oliviercouston.com>

oliviercouston@gmail.com

+32 4 85 47 45 48

Nationality: French

Date of Birth: 06/17/1982

SUMMARY OF QUALIFICATIONS

3D generalist specialized in character modeling and look development for feature animation. Proficient in Maya, Mudbox, Zbrush, Substance Painter, Arnold renderer and Yeti hair system.

Real life prop making: familiar with 3d printing, molding, casting and electronics.

Former software and web developer. Strong knowledge in C++, PHP, Javascript, Python.

WORKED ON

Animated features: Despicable Me 3 (*set/prop modeling*), Marnie's World (*character modeling/shading/grooming*), Deep (*character modeling/shading/grooming, environment modeling*), Robinson Crusoe (*character modeling*), Asterix: the land of gods (*environment/prop modeling*), The House of Magic (*character modeling*), A Turtle's Tale 2 (*character modeling*)

TV series: Veggiestein (*character modeling/shading*), Scrameustache (*character modeling*), Luke and Lucy (*character modeling*) and many others (check private portfolio)

Video game trailers: Knack (*PS4, environment modeling, matte painting*), Spiderman: friends or foes (*Xbox 360, character modeling/texturing*)

VFX : Michiel de Ruyter (*2015, modeled CG battleships*)

PUBLICATIONS

Featured Artist on ArtStation Magazine :

<https://magazine.artstation.com/2017/07/olivier-couston/>

Artist Story and tutorial on Allegorithmic's Blog :

<https://www.allegorithmic.com/blog/substance-painter-arnold-ultimate-guide-olivier-couston>

WORK EXPERIENCE

Character Artist *Grid VFX*, Ghent, Belgium
September 2016 – March 2017. Character development

Set Modeler *Illumination MacGuff*, Paris France
February 2016 – August 2016. Set, vehicle and props modelling on *Despicable Me 3*

Character Modeler *Grid VFX*, Ghent, Belgium
August 2014 – January 2016. Character development on various animated features and TV series.

Character Modeler *Nwave Digital*, Brussels, Belgium
January 2014 – July 2014. Character modeler on *Robinson Crusoe*.

Modeler *Grid VFX*, Ghent, Belgium
August 2012 – December 2013. Environment and Props modeler on *Asterix and the Land of Gods*. Character modeling on several TV series projects.

Character Modeler *Nwave Digital*, Brussels, Belgium
May 2010 – July 2012. Character modeler on *Sammy's Adventures 2* and *The House of Magic*.

Senior Developer *Uvumi LLC*, Austin, Texas.
February 2009 – November 2009. Web and software development

Junior Developer *Sprux LLC*, Eureka, CA.
July 2006 – December 2008. Web development

Freelance Character Modeler *Blur Studio*, Venice, CA.
September 2006 – August 2007. Freelance character modeler.

EDUCATION

Masters Program in Computer Information Systems
Université de Technologie- Troyes Troyes, France. 2003-2006
Included two faculty-reviewed workplace placements with businesses in the United States.

Graduate Studies in Computer Science
Humboldt State University Arcata, CA. August-December 2004 (exchange program).

Bachelors Degree in Technology, specialization option in Digital Imaging
Institut Universitaire de Technologie, Université de Provence
Arles, France. 2001-2003