



Loïc Dautry

3D Animator

Professional Experiences

Trainee 3D Animator at Blakmill, Illkirch, France

October 2018 – June 2019

- Animate 3D low poly characters under the limitations of virtual reality mobile video games.
- Making of a teaser for a video game: scenario, storyboard, animation of four characters, level design and render in Unreal Engine 4
- Backing up the team with props modeling, rigging, skinning.
- Communicate with the team, proposing new content and solutions for bugs & enhancements.

Education

License in 3D Realization, MJM Graphic Design Strasbourg France

October 2016 – June 2019

Specialized in 3D animation. Made several animations in the forms of personal projects and a group graduation short movie.

Graduated with honors.

Preparatory Workshop, MJM Graphic Design, Strasbourg France

September 2015 – June 2016

Trained in the basics of traditional drawing, painting and sculpture in the context of pre-production and production of video games and animated films.

Scientific Baccalaureate, Strasbourg

September 2015

Computer Science and Digital Science Option

Others

Forum moderator at Simple IT

October 2019 – Present

- Voluntary member of [Openclassrooms](#)' forum staff, the largest French online training website.
- Responsible for the good atmosphere of the forums and emulates the community
- Intermediate between users and employees of Simple IT
- In charge of the "3D Graphics" forum section

Civic Service at Pôle Emploi

March 2020 – Present

Pôle Emploi is the French governmental agency which registers unemployed people, helps them find jobs and provides them with financial aid.

My responsibilities are:

- Allow users to familiarize themselves with digital tools
- Help them to carry out current procedures and thus allow them to gain autonomy over the services that most concern them
- Support people in accessing information on the digital services of Pôle Emploi and its partners

Details

Availability: immediate

28 rue des Jardiniers

67 000 Strasbourg

06 11 72 95 51

loic.dautry@gmail.com

Links

[Portfolio](#)

[Artstation](#)

[Linkedin](#)

[Vimeo](#)

Skills

Techniques:

- Animation (Keyframe)
- Rigging
- Skinning
- Modeling
- Texturing
- Shading
- Rendering
- Scripting (Python, Batch)

Softwares:

- Maya (Advanced Skeleton)
- 3DS Max (CAT, Biped)
- Blender
- Unreal Engine
- Unity

Languages

French (native)

English

Hobbies

French & Japanese animated series/movies (Le Roi et l'Oiseau, Wakfu, Mononoke Hime, Redline, Cowboy Beebop, ...)

J.R.R. Tolkien

PC Video Games (Overwatch, the Witcher, Mass Effect, Deus Ex ...)

Movies & Video Games original soundtracks (Hans Zimmer, Jesper Kyd, Jeremy Soule ...)

Scouts, violin, History.