



# Julien PLARD

## TECHNICAL ANIMATOR

ANIMATION - RIGGING - PROGRAMMING

### EXPERIENCE

2018 - 2020  
(1 year 6 months)

**Ubisoft** - Bordeaux (33)  
*Ghost Recon Breakpoint* (TPS / Open World). NPC's activities and props animation. Every drones assembly lines animation. Drones animation and behaviour tree setup. Animation tools improvements with Python and C#. Technical documentation writing.

2016 - 2018  
(1 year 10 months)

**Big Bad Wolf** - Bordeaux (33)  
*The Council* (narrative game / RPG). Character Rig Improvement. Cloth animation management. Move cycles animation, mocap cleaning and integration in the studio engine. FaceFX management and more than a hundred scripts to optimise the animation pipeline. Technical supervising during mocap shooting sessions.

2014 - 2016  
(2 years 4 months)

**DSC Studio 22** - Le Bouscat (33)  
*Energy Heroes* (MOBA / TPS). Creation of a full procedural character rig on 3DS Max. Skinning and rigging of all characters. Character animation (Liore, Elyah, Larho). Simplified facial rig. Unreal Engine 3 integration, AnimTree and Physic Asset set up. Various optimisation scripts for the animation pipeline.

2013  
(6 months)

**Seaven Studio** - Tourcoing (59)  
*Ethan : Meteor Hunter* (Platerformer 2.5D). Modeling, texturing, lighting, optimisation, integration, 2D FX and making of 2D visuals (*Internship*)

2012  
(2 months)

**Nightshift** - Paris (75)  
Post-production studio (*Internship*)

2011  
(2 months)

**Hydravision Entertainment** - Tourcoing (59)  
Video Game Studio (*Internship*)

2010  
(1 month)

**Le Plan B** - Lille (59)  
Freelance graphic designer (*Internship*)

### EDUCATION

2012 - 2013

**Lignes et Formations**  
Online designer-illustrator training

2009 - 2012

**Pôle IIID** - Roubaix  
Graphic Design Bachelor's degree

2008 - 2009

**ESAAT** - Roubaix  
Introductory course in Applied Arts (MANAA)

2008

**Lycée Sophie Berthelot** - Calais  
High school diploma in science (with honours)

133 bis rue David Johnston  
33000 Bordeaux, FRANCE



+33 (0) 6 20 00 34 69



julienplard@gmail.com



julienplard.fr



30 y/o - Driving Licence



### SKILLS

3DS Max



Blender



Motion Builder



Maya



XSI Softimage



Zbrush



Python



Maxscript



UE4 Blueprint



C# (basics)



C++ (basics)



Unreal Engine 4



FaceFX



### LANGUAGES

Anglais (good level)



Espagnol (entry level)



### INTERESTS

Cinema - Drawing - Music



Video Games - Sciences

Basketball - Fencing

