

3D ANIMATOR

EXPERIENCE

3D Character Animator, Postoffice Amsterdam (remote)

August 2025 - December 2025

- Keyframe 3D Character animation [Autodesk Maya].
- Rough layout / Previs animation / 3D animatic editing [Autodesk Maya, Davinci Resolve].
- 3D creature walk / run cycles animation [Autodesk Maya].

3D Character Animator, EDGLRD (hybrid, Miami FL)

Apr 2024 - May 2025

- Motion Capture data cleaning / polishing on Metahuman characters [Unreal Engine 5].
- Keyframe 3D Character / Creature animation [Autodesk Maya, Unreal Engine 5].
- Scene preparation / Rough layout / Previs animation on characters / props [Unreal Engine 5].

3D Creature Animator, Postoffice Amsterdam (remote)

Dec 2024 - Mar 2025

Dec 2023 - May 2024


- 3D Creature animation (acting) of various animals, quadrupeds, birds, insects [Autodesk Maya].
 - 3D Creature walk cycles animation [Autodesk Maya].
 - Rough layout / Previs animation / 3D animatic editing [Autodesk Maya, Davinci Resolve].
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EDUCATION

Masters Degree

CG animation and Special Effects, ESMA Montpellier, France

Sep 2019 - Oct 2023

[RNCP Level 7 Certification](#) 

SOFTWARES / SKILLS

Pipeline tools / Version control: Ftrack / Plastic Version Control / Prism Pipeline.

3D: Autodesk Maya / Unreal Engine / Nuke / Mari / Substance 3D Painter.

2D: Adobe Photoshop / OpenToonz / ToonBoom Storyboard Pro / Davinci Resolve.

Language: French [Native] / English [Fluent] / Chinese [Beginner]