

Carl Perreault

CONTACT

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WORK EXPERIENCE

Archambault

Commis Discaire

mai 2013 - Present

Freelance

Animator/Rigger

Mai 2015 - Present

- Creating animations and assets for Panache Studio

SKILLS

- 3DS STUDIOS MAX
- MAYA
- MOTION BUILDER
- PHOTOSHOP
- ZBRUSH
- UNREAL 4
- UNITY
- PROGRAMATION NODALE
- MELS SCRIPT/MAX SCRIPT

EDUCATION

Animation et design 3D

École NAD UQAC

Sept 2012 - Mai 2015

- Mostly team project
- Highly video game industry oriented
- Generalist 3D graphist course
- Specialize in animation and rigging

Graphisme du jeu vidéo

CNAM ENJMIN

janv 2015 - avril 2015

- Student Exchange

- Production Simulation resulting in the production of a playable demo
- Animation, rigging and fx artist
- Presentation of I Was A Child at Gamer Exchange in Poitier, France

QUALIFICATIONS

DES -Drama concentration- Thérèse martin

DEC -Fine Art- Cégep régional de Lanaudière à Joliette

BAC -Animation and 3D design- UQAC/ école NAD

INTERESTS

- Animation
- Drawing
- Painting
- Singing
- Piano
- Violoncello
- Scenario Writing
- Movie Making
- Sword Fighting
- Running

REFERENCES

References available upon request.