

Jacques Deschambeault
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(Canadian Citizen and Singapore PR)

Work Experience

Nanyang Polytechnic

- Character rigging, Project supervisor, Character animator,
School Coordinator, Pipeline development, Lecturer

March 2006 – till now

EggStory

Kung Fu Gecko

- Character Animator, Lead Rigging, Layout, Voice actor

April 2005 – Feb 2006

Vox Populli

Et Dieu Créa Laflaque (SRC Canada)

- Character Animator, Integrates, Synchronize, re-timing, Re-target data and
cleanup the motion capture, Camera and staging

Aug 2004 – April 2005

Damn FX

Fungus the Bogeyman (BBC)

Alone in the Dark (Game Cinematic)

- Character Animator, and motion capture cleaner, Staging, Layout

Nov 2003 – Aug 2004

Meteor Studios

Dinosaur Planet

(Discovery Channel)

- Character Animator, Staging, Layout, Modeler

Jan 2003 - Oct 2003

Tubes Images

Fred the Caveman

(TELETOON)

- 3D Animator, creation of animation based on story-board. Layout,
rendering and compositing.

- Created and supervised realisation of special episode : « Jungle Boogie »

Jan 2002 – Dec 2002

3D Instructor

- Independently create and structure courses to train co-workers and
students on modelling, texturing, animation, special effects and compositing

March 98 – to now

Festival du Film Court de Victoriaville (Short Film Festival of Victoriaville)

- Created and realised animated TV advertisement for this event. (modelling,
Rigging, textures and animation)

Nov 2002

Festival Jeunesse de Victoriaville (Youth Festival of Victoriaville)

- Conceptualised and produced clips screened at festival profiling the various
bands and organiser's message using 3D Animation and video editing.

- Conceptualised and produced Website for festival. www.festivaljeunesse.ivic.qc.ca

1999 – 2003

National Microsystem (NMS) Canada

- Developed Excel database for inventory and tracking of goods for customer support

May 2000 - Jan 2001

Sodema Jan 2000 - May 2000
- Technical support for a game called "Trésors de la Tour »

Astral Tech – Covitec May 1999 - Oct 1999
- 2D Colorist and Clean Up artist

Projet Jeunes Volontaires (Youth Volunteer Project) April 1998 - June 1999
- Conceptualisation & Production of Interactive CD-ROM
- Production of 3D Animation
- Production of Video editing

Education

Nuke Certificated user 2011
- Train and learn Nuke workflow and tools.

Animation Mentor 2009
- Currently in class 02 of 06

Maya Masterclass 2008
- Automation for massive Game Productions « David Hunt » Bungie
- Smart Kinematics

Softimage 2000
- **Softimage|DS** Seminar for advanced knowledge.

L'Institut d'informatique de Québec Cyclone Arts & Technologies 1997-1998
- A.E.C. Computer Graphics in Cinéma and Télévision

Centre de Formation Professionnelle du Trait Carré Charlesbourg 1994-95
- D.E.P. Establishment french Cooking (Vocational Diploma)
- A.E.P. Hygiene and sanitation

Polyvalente Le Boisé de Victoriaville 1993-94
- D.E.S. Diploma of Secondary Studies

Main Software used

- Maya, & Alias PowerAnimator
- Motionbuilder
- Unity 3D
- XSI, & Softimage 3D
- Adobe Photoshop, Première
- Shake, Nuke
- US Animation, ToonBoom and Pegs

Scripting Language:

- Python, PyQt, PySide
- Mel
- Java C# in unity3D
- Arduino C/C++
- Csh....rusty at it

Activities & Interests

Robot Creation and Arduino DIY project, Movies, Reading, Travel & Culinary Arts.