

**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](http://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.