

Francis Bouthillier

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Education

Bachelor

3D and Digital Design
NAD

2012 - 2015 (April 30)

DEC (College)

Multimedia
Édouard-Montpetit College

2009 - 2012

Professional Experience

2D-3D Artist

Pardeux e-learning

- 2D-3D Animation
- Motion design/video editing
- Illustrations

2013 Summer and 2013 - 2014 (contractual)

Animator

Ambiances Design Productions

- 2D-3D Animation
- Visual Effects
- Projection on building

2012 and 2014 Summer

Texturing / Modeling

DEC Final Project - City of Chambly

- 3D reproduction of historical buildings
- Level art
- Modeling

2012

Front-End Web Integrator

QuiboWeb

- PHP (Drupal)
- Front-End integration (HTML, CSS, JavaScript)
- Website maintenance

2011 - 2012

Softwares and plugins

- 3DS Max, ZBrush, Softimage**
- Unreal 4, Unity, UDK**
- Photoshop, After Effects, Flash, Substance, Premiere Pro, Nuke, Illustrator, SoundBooth, Captivate**
- FumeFX, RayFire**
- NetBeans, Aptana Studio, Dreamweaver**

Programming languages

- ActionScript 3**
- UnrealScript**
- MaxScript**
- HTML5, CSS3, JavaScript**
- PHP, SQL**

Awards

- **Mention : Artistic Direction**
Montreal Game Jam (2014)
- **Best "anachronistic project"**
"History of Computer Graphics" course- NAD (2012)
- **Third place in website integration**
"Olympiades québécoises"(2012)
- **Best T-Shirt design**
for the Chaos Media Event,
70 participants (2011)
- « **Crac de la prog** » **Avard**
Chaos Media Event (2011)

Complements

- Articles on Kotaku.com and the Unreal Engine blog
for the «God Left Me» project (2014)
- Organisation of the *Game design Challenges*
(NAD, 2013)
- OFFF Workshop participation
(Spain, 2011)

References

On Demand