

Christophe LEULIER  
Age 36

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## TECHNICAL ANIMATION DIRECTOR / FREELANCE ANIMATOR

### PROFESSIONAL EXPERIENCE

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- 2009-...**                    **VIRTUAL MOVE STUDIO EURL's Manager**, freelance animation studio Lyon
- + Motion capture specialist
  - + Keyframe animation
  - + Rigging tools creation
  - + iPhone/iPad Objective-C, Unity 3D developer
- 2001-2009**                    **Technical animation director, WIDESCREEN GAMES** Lyon
- + Projects :
- Identification (WSG) (TAD, Maya, Motion Builder, VICON)
  - The Witcher PS3 (CDPROJECT) ( TAD, Maya, MAX, MoBu, R&D)
  - Highlander (SCI/EIDOS) (TAD, Maya, Motion Builder, R&D, VICON)
  - Black Buccaneer (10TACLE) ( Maya, R&D )
  - DTR2 (NAMCO) ( Maya, Lead, R&D )
  - Fame Academy: (MONTECRISTO) ( Maya, Lead, R&D )
  - The Plague of Darkness (NAMCO) ( Maya, Lead, R&D )
  - Airborne Troops (PLAYLOGIC) ( Maya, Lead, R&D )
  - White Fear (PLAYLOGIC) ( Maya, Lead, R&D )
- 2001**                            **Senior Animator 3D, Visiware** Paris
- + Projects :
- Planet of the Apes (UBI SOFT) ( Maya, Animation )
  - H2O ( Maya, Animation )
- 2001**                            **Associate Manager dept Postproduction, ASUWANT Entertainment**  
Vanves
- Clips creation for Lucky Strike, Alcatel and Steelcase event operations.
- 1998-2001**                    **Lead Animator/CG Artist Quantic Dream** Paris
- + Lead R&D animation Maya 3.0.
- + Interactive prototypes development
- Lead animation/CG "Fahrenheit" (Maya 3.0).
  - Lead animation "Blast" (Maya 3.0).
  - Lead animation "Quark" (3DSMAX).
- + Animator on game "Omikron, The Nomad Soul" (EIDOS) (3DSMAX)

### SCHOOLS

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1995-1997                    **SUP INFO COM** France.

1994-1995                    **University of Nancy**, France, graduate analyst programmer