

Benoît GUILLOU

Technical Artist

4 Rue des Minimes
72000 Le Mans
FRANCE

0033(0)6.74.06.05.45

guillouben@gmail.com
www.linkedin.com/in/benoitguillou
www.benoitguillou.com

Date of birth: 27th June 1987

SKILLS

RIGGING / PROGRAMMING

- Maya (MEL Script, Python, C++)
- MotionBuilder
- 3DSMax

SUMMARY

I must confess : I have a thing for RIGGING. I like the fact that it blends both an artistic (ANATOMY / SHAPING / MOVEMENT) and a technical (MECHANICS / PROGRAMMING) approach, that it constantly brings new challenges or even that it requires curiosity and a never-ending eagerness to learn.

Besides, throughout my experience, I've been given the chance to discover the needs and constraints of different production environments (FEATURE FILM / COMMERCIAL / ANIMATED SERIES / ...), and the importance of team-work in a creative working atmosphere.

Being a young fast learner and really motivated problem-solver, I wish to keep discovering and traveling, thanks to lots of more and more interesting projects.

WORK EXPERIENCE

- 2017** · Rigging Supervisor @ **Mac Guff Ligne** (Paris, FRANCE) 06/2016 – 01/2017
Working on « Dilili à Paris », directed by Michel Ocelot (Maya). Supervising rigging on every asset type (characters, props, vehicles, etc...). Developing an asset building pipeline, from modeling to animation, linked to Shotgun Studio (Python).
- 2015** · Character Rigger @ **Illumination Mac Guff** (Paris, FRANCE) 01/2015 – 10/2015
Worked on the following projects (Maya) :
- « Sing », directed by Garth Jennings;
 - « The Secret Life of Pets » (trailers and commercial spots), directed by Chris Renaud & Yarrow Cheney;
 - « Minions » (commercial spots), directed by Kyle Balda & Pierre Coffin.
- 2014** · Rigging Supervisor @ **Let'so ya !** (Paris, FRANCE) 09/2011 – 11/2014
Worked on the feature « Pourquoi j'ai (pas) mangé mon père », directed by Frédéric Fougéa and Jamel Debbouze, and based on the book « Evolution Man : Or How I Ate My Father », by Roy Lewis (Maya, MotionBuilder). I was in charge of, non-exhaustively :
- Rigging pipeline development (MEL Script & Python);
 - Modular biped rigging (supporting motion capture input) development supervision;
 - Various modeling and animation tools programming;
 - Maya plug-ins development (Python and C++).
- 2011** · Character Facial Rigger @ **Magic Mall Co. Ltd** (Paris, FRANCE) 07/2011
Cartoon-style facial rig of a little asian girl character for a TV animated series concept (Maya).
- Character Weighting @ **Planktoon** (Paris, FRANCE) 07/2011
Skin-weighting of a male character for the animated short « Reflexion », by Yoshimichi Tamura (Maya).
- Creature Rigging / Weighting @ **Moonscoop** (Paris, FRANCE) 06/2011 – 07/2011
Skin-weighting and rigging on the previz version of a wolf character for the feature « Pourquoi j'ai (pas) mangé mon père », directed by Frédéric Fougéa and Jamel Debbouze (Maya, MotionBuilder).
- Character Rigger @ **Mobile Dream Studio** (Paris, FRANCE) 06/2011
Rigging of MacDonald's « Happy » mascot for an iPhone/iPad app (Maya).

- Props Rigger / Animator @ **Wizz** (Paris, FRANCE) 04/2011
Rigging adjustments and props animation on a chinese Coca-Cola commercial (Maya).
- Character & Props Rigger @ **Duran** (Paris, FRANCE) 02/2010 – 03/2011
Rigging (characters and props) and tools development on the feature « The Boy With The Cuckoo-Clock Heart », directed by Mathias Malzieu and Stéphane Berla (Maya, MEL Script).
- 2010** · Character Animator @ **Studio Hari** (Paris, FRANCE) 09/2009 – 11/2010
Animation on the animated series « Léon, (t)erreur de la savane » (3DSMax, Character Studio).
- 2009** · Character Rigger @ **Studio Hari** (Paris, FRANCE) 12/2008 – 08/2009
Rigging (characters and props) on the animated series « Léon, (t)erreur de la savane » (3DSMax, Character Studio), and on the pilot for « The Gees » animated series (3DSMax).
- 2008** · CG Artist Intern @ **NKI studio** (Paris, FRANCE) 08/2008 – 10/2008
Rigging and animation on a series of 3 commercials for Nescafé (3DSMax).
- 2007** · CG Artist @ **Polymorph Software** (Pacé, FRANCE) 10/2007
Continuation of the project began in internship.
- CG Artist Intern @ **Polymorph Software** (Pacé, FRANCE) 07/2007 – 09/2007
Worked on a video-game project, « Challenge of the Depths ». Character design, modeling, rigging and animation (Maya).

PERSONAL STUFF

- 2016** · Co-founded **Creative Seeds** animation school.
[Creative Seeds](#) is a Rennes, FRANCE based animation school offering undergraduate degree and continuous education training courses, both on-site and online. Using teaching methods inspired by the work of Célestin Freinet or Maria Montessori, mentors follow students in a craftsman / apprentice kind of relation, and encourage them to pursue the path of their choice specialty.
- 2010** · Co-directed « Madness », a [music video](#) for **Bloombox**.
Co-directed « Madness » music video (live and inlays), by Bloombox.
- 2009** · Realized various video spots for **Diaphonics** association.
 - *Development of some video visual identities (intro, transitions, ...) for a series of reports.*
 - *Compositing on a fashion show video clip (logo inlays on the podium, ...).*
- 2007** · Realized a preamble animation to the short film « **Le Complexe du Hamster** », directed by Thomas Griffet.
Production of a « logo » video for SoulProd.

EDUCATION

- 2008** · **Sup'Infograph** – ESRA Bretagne (Rennes, FRANCE) 09⁰⁵-07⁰⁸
Co-directed 3 student short films (one each year):
 - 3rd year : « Krush » (8'14), Maya – www.krush-lefilm.com
 - 2nd year : « Twit-Twit » (4'40), Maya – www.twit-twit.com
 - 1st year : « Tant qu'il y aura des ombres » (3'), 3DSMax
- 2005** · High School Diploma in Science
Lycée Notre-Dame de Rezé (France)

FOREIGN LANGUAGES

ENGLISH Good level (spoken and written)