CV/Resume

2 0 2 1

Diplomas

2003   DNSEP (MA) (Master of Arts from the Ecole des Beaux Arts de Bordeaux, France)
2001   DNAP (BA) (Bachelor of Arts from the Ecole des Beaux Arts de Bordeaux France)
1997   Baccalaureat with honors (in Literature and Arts) (French secondary school diploma)

Skills

Passionate Video Game Artist
+15 years game making xp
Strong Vision Follower and Communicator
Knowledge Sharer, Love to Learn
Creative Talks, Full of Ideas

Quick to Prototype/Iterate
Overview of AAA Game Dev Pipeline
Bring Characters to Life
Care for Details, Polish, Balance
Look for New Ways, Updates, Optimizations

Softwares

mastery lvl legend :
beginner ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ confirmed
intermediate ○ ○ ○ ○ ○ expert
○ ○ ○ ○ ○ master

Maya 2018 ○ ○ ● ○ ○

	Mastery
Modeling	○ ○ ● ○ ○
Rigging	○ ○ ● ○ ○
Animation	○ ○ ○ ● ○
MELScript	○ ● ○ ○ ○
Rendering	○ ● ○ ○ ○

Unreal Engine 4.26 ○ ○ ● ○ ○

	Mastery
Retargeting	○ ○ ○ ● ○
Persona	○ ○ ○ ● ○
Sequencer	○ ○ ○ ● ○
Particles	○ ○ ● ○ ○
Shaders	○ ○ ● ○ ○
Blueprints	○ ● ○ ○ ○

MotionBuilder 2015 ○ ○ ● ○ ○

	Mastery
Retargeting	○ ○ ○ ○ ●
Rigging	○ ○ ○ ● ○
Key-Frame	○ ○ ○ ● ○
FCurves	○ ○ ○ ● ○
Layers/Story	○ ○ ○ ● ○
PythonScript	● ○ ○ ○ ○

	Mastery
3DS Max 2020	○ ○ ○ ○ ●
Unity/Lumberyard	○ ○ ○ ● ○
Photoshop CC	○ ○ ○ ● ○
Unreal Engine 5	○ ○ ● ○ ○
Blender	○ ○ ○ ● ○

Professional XP

2020-21 ► 3D Character Animator/Rigger/VFX Artist at Claymore Game Studios.
2017-18   Freelance 3D Character Animator for Creatives in the Attic on 2 AAA Games.
2016-18   Freelance 3D Animator/VFX Artist at Palomino Studio on PC MOBA Huge Bang Bang
2013-16   Freelance 2D/3D Artist/Animator (3h33, Saint Gobain,, Acute Games,...) (PC, Mobile),
2010-13   Lead 2D Artist at In-Fusio (Mobile Devices Games)
2007-10   Pixel/2D/3D Artist at Mobile Interactions Group (Mobile, Nintendo DS Games)
2005-07   Pixel Artist at The Mighty Troglodytes (Mobile Devices Games)
2003-05   Co-Founder and Pixel Artist at HaKaBu Games (Mobile JAVA Games)

CV/Resume

2 0 2 1

Extra XP

2 0 0 3 - 2 1 Learning and developing skills on Blender, Maya, 3DSMax, Motion Builder, Unreal Engine 5 (Animation Systems), Unity (Kinematika), MEL/Python scripts.

2 0 0 0 - 0 1 6 months ERASMUS student exchange in Valencia, Spain, in order to study and practice traditional 2D animation on paper and with a computer (Adobe Flash Training).

Miscellaneous

- European Passeport
- Available to work worldwide immediatly
- Speak and write fluent English
- Good knowledge in Spanish (correctly spoken and writen, good understanding)
- Driving License B Category (EU standard) + personal vehicle
- Passions : Art in general, Video Games, Cinema, Music (listening and practicing), Japanese, US and European Comics and Animation, S.F. Literature, Golf, Tennis, Swimming, Robotics, Internet

Infos/Contacts

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http://fr.linkedin.com/pub/buscail-r%C3%A9my/4/351/6b8

https://www.youtube.com/channel/UCVZb_5lvAaxig12VsoCp1Kw

https://www.youtube.com/watch?v=uFe-Af3V108

https://rmxonlinegallery.artstation.com/