

Olivier LADEUIX

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A very passionate 3d animator/generalist, always striving to create entertaining and believable performances to the highest standard. He is a very quick learner, loves communicating with people and is able to keep his calm in critical situations. With his knowledge and wide range of skills, he can quickly adapt to any situation and become a key asset for any company.

EXPERIENCE

09/2010 to 04/2011 **2minutes/Intervalists** **Angoulême, France**
3d character animator

Responsibilities:

I just finished production on the first season of Chico Chica Boumba, a 52x3mins TV series directed by Cédric Babouche. CCB is a coproduction between 2minutes and Intervalists (Paris) for French music TV channel M6

10/2009 to 09/2010 **Electronic Arts - Brightlight studio** **Guildford, United Kingdom**
3d character animator/generalist

Responsibilities:

I was part of the "Fuse Box" team and worked on "Spare Parts", the new downloadable robotic action/adventure game developed at EA Brightlight and due for release winter 2010 on PSN and XBLA

My job involved keyframed character animation and also storyboarding, previz, rigging, skinning, modeling, rendering in Maya for in-game animation, cutscenes and promotional material

Achievements:

- . Brought some improvements to the way the characters were setup which gave us more flexibility in handling changes and sped up the rigging of the characters but also their framerate in Maya.
- . Created a set of internal documents on the processes and workflow to the attention of new recruits
- . I was in charge of most of the cutscenes from Storyboarding, Previz, Pitch to final animation and integration in the game engine.

07/2009 to 09/2009 **2minutes/Intervalists** **Angoulême, France**
3d character animator/modeler

Responsibilities:

With 1 full time and 2 part time animators I participated to the creation of a very cartoony 3 mins kids TV series pilot directed by Cedric Babouche. My duties ranged from modeling the blendshapes/morph-targets for one of the characters, laying-out/posing several shots, rigs troubleshooting and animating one third of the show.

04/2009 to 07/2009 **Animation Mentor** **Berkeley, USA**
Tutor

Responsibilities:

I was helping students from all over the world with their weekly "Basic foundation" and "Body mechanics introduction" assignments, holding a weekly online Q&A

09/2007 to 04/2009 **Rare ltd. / Microsoft game studio** **Twycross, United Kingdom**
3d character animator

Responsibilities:

My role was to create character animation for in-game and also the new Xbox 360 avatars under very tight deadlines.

Achievements:

- . Created numerous animation cycles for **Banjo-Kazooie "Nuts and bolts"**, from dialogue to walks, animating the main and background characters.
- . Created some 20 seconds full body shots using the Xbox 360 avatars and cycles for an un-announced title.
- . Gave a talk at DeMontfort University and Bedworth school (Midlands), represented Rare at Siggraph 2008 in Los Angeles

July 1999 to 09/2007

Internet lounge and Habasia Internet Café
IT Manager / System administrator

London, United Kingdom

Responsibilities:

I was managing the IT infrastructure for those Internet Cafés, 300 computers in 5 locations around London and providing support to the staff over the phone or on site. My job involved setting up and maintaining of Windows workstations and RedHat servers, but also of the website and intranet.

1997-1999

French Air Force
Junior IT Support Technician, Quark Xpress operator

Dakar, Sénégal

EDUCATION

2008	Diploma for Advanced studies in character animation Mentors: Jason Schleifer, Robert Russ, Cassidy Curtis, Elliot M. Bour...	AnimationMentor.com (Berkeley, USA)
	Was singled out for my contribution to the Animation Mentor community and helping undergraduates as a "Peer buddy".	
2006	Keith Lango APT training	KeithLango.com (Cubia, Brazil)
2006	Anatomy for Digital Artist	Escape studios (Shepherds bush, London)
1996	B.A. Psychology (till third year)	University of Le Mirail (Toulouse, France)
1993	BTS Force de Vente (Sales Diploma)	Cendrillon college (Dax, France)
1991	Bac G3 marketing (equivalent A level)	Cendrillon school (Dax, France)

I also attended several workshops/master classes:

2008	2 days master class with Pixar animator Andrew Gordon 1 day workshop with "Acting for Animators" Ed Hooks	
2006	1 day master class Supertoons modeling/rigging/animation with Jeff Bernstein, Randy Haycock, Joe Harkins and Chris Cordingley	

Languages

English fluent, french (mother tongue), spanish (basic)

Interests and hobbies

Animation, life and portrait modeling, drawing and oil painting from life, Thai boxing, Taekwondo, snowboarding...

Bits of trivia:

- . Author of the "Animation with a Moustache" blog, an educational animation blog with 50 to 60 regular visitors per day
- . Created several popular animation video tutorials. My abAutorig tutorial has generated more than 9000 viewings
- . Regular contributor to rendering and visualisation books and publication

References

"Olive has a passionate, dedicated approach to animation and has a wide range of animation interests beside character animation. The shots he finished in his short have good fundamentals and entertaining acting. Olive was active in Q&As and a frequent contributor to the AM community."

-- Kevin Koch, Blue Sky senior animator, Mentor in Animation Mentor class 6

"Olivier has a great attitude. He's super-involved in Animation Mentor and really excited about sharing ideas and learning as much as possible."

-- Jason Schleifer, Dreamworks Head of Character Animation, Mentor in Animation Mentor class 6