

FRANCOIS BOURQUE

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CHARACTER ANIMATOR

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DEMO REEL AVAILABLE @:

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PERSONAL INFORMATION

LANGUAGES

- **APTITUDES** - FAST LEARNER, PERFECTIONIST, RESOURCEFUL, EFFICIENT, TEAM-ORIENTED, PUNCTUAL, OPEN-MINDED. **FLUENCY ENGLISH & FRENCH** (WRITTEN & SPOKEN)
- **OBJECTIVES** - DEVELOP & HONE MY ARTISTIC ABILITIES; ACCUMULATE EXPERIENCE.
- SURROUND MYSELF WITH INTERESTING, MOTIVATED AND CAPABLE INDIVIDUALS.
- **INTERESTS** - ANIMATION, GAME DEVELOPMENT & DESIGN, MUSIC PRODUCTION, COOKING, WRITING, CINEMA, 3D MODELING, RIGGING & ETC. ART (ALL FORMS)

RELEVANT WORK EXPERIENCE

- **2016 - 2017** **CG ANIMATOR** - DREAMWORKS' **DINOTRUX** (SEASON 3 & 4)
CG ANIMATOR (2iC) - DREAMWORKS' **DINOTRUX** (SEASON 4) // **DINOTRUX: SUPERCHARGED** [BARDEL ENTERTAINMENT]

RESPONSIBILITIES:

- ADDRESSED CLIENT'S NOTES AND LEVEL OF POLISH REQUESTED.
- ANIMATED ALL KINDS OF CHARACTERS, ASSETS, AND CAMERA WORK.
- ENSURED HOOKUPS, CONTINUITY AND SHOT CONSISTENCY.
- * **PROMOTED TO 2iC (2ND IN COMMAND);** (ASSISTANT TO THE LEAD)
- WAS RESPONSIBLE FOR TACKLING HARDER SEQUENCES & DEMANDING SHOTS.
- CREATED PROXIES AND MASTER SETUPS TO BE USED BY THE REST OF TEAM.
- DEVELOPPED VARIOUS SHOT-BASED TOOLS OR SCRIPTS TO ASSIST ANIMATORS.
- REVIEWED AND PROVIDED NOTES TO OTHER ANIMATORS' SHOTS.
- FILLED-IN AS LEAD DURING THEIR ABSENCE; PARTICIPATED IN PRODUCTION MEETINGS.

- **2015 - 2016** **JUNIOR ANIMATOR - THE DEEP** (SEASON 1)
JUNIOR ANIMATOR - SLUGTERRA: INTO THE CAVERNS (MOVIE)
JUNIOR ANIMATOR - SLUGTERRA: SLUGISODES (SHORT WEBISODES)
[NERD CORPS ENTERTAINMENT // DHX MEDIA]

RESPONSIBILITIES:

- CREATED SHOTS IN A WIDE RANGE AND VARIETY OF ANIMATION & CINEMATOGRAPHY STYLES.
- ANIMATED CHARACTERS, VEHICLES, CAMERAS, CREATURES AND MORE.
- SET UP FX SYSTEMS & PROXIES THAT WERE USED AS GUIDELINES FOR VFX TEAM.
- ENSURED HOOKUPS BETWEEN SEQUENCES; COORDINATED CHANGES & NOTES.
- COMMUNICATED EFFECTIVELY WITH PRODUCTION, DIRECTORS AND PEERS.

- **2009 - 2012** **FREELANCE - GRAPHIC DESIGN, ANIMATION, MODELLING & VFX**
[DLJ TELECOM, MCGILL UNIVERSITY]

RESPONSIBILITIES:

- CREATED & DESIGNED PROMOTIONAL FLYER FOR SPECIFIC SALES OF PRODUCTS.
- CREATED MEDICAL ANIMATIONS & 3D MODELS TO BE USED FOR TEACHING.

ADDITIONAL WORK EXPERIENCE

- **2012 - 2015** **ACCOUNT MANAGER // OPERATIONS // LEAD GENERATION**
[DLJ TELECOM // RUN-DLJ TELECOM]

RESPONSIBILITIES:

- HIRED FOR GENERATING LEADS; FOUND NEW CLIENTS FOR SALES FORCE.
- * **PROMOTED TO OPERATIONS;** (VARIOUS OPERATIONAL DUTIES)
- MANAGED AND PERFORMED SHIPPING & RECEIVING DUTIES
- PERFORMED WAREHOUSE INVENTORY AND MAINTENANCE
- * **PROMOTED TO SALES;** (ACCOUNT MANAGER)
- PROCEEDED TO CREATE AND GROW MY OWN CUSTOMER BASE.
- ENSURED MY CLIENTS' NEEDS WERE MET AND THEIR EXPERIENCE SATISFACTORY.
- MET WITH CUSTOMERS TO ESTABLISH RELATIONSHIPS AND OFFER ASSISTANCE.

EDUCATION

PROFICIENCIES

- **2005** **GRADUATED HIGH SCHOOL**
[ECOLE SECONDAIRE FELIX-LECLERC]
 - **2005 - 2006** **POST-SECONDARY EDUCATION**
[ADVANCED MATH 436 & 536]
 - **2006 - 2008** **ACS - 2D/3D ANIMATION & IMAGERY**
[INTER-DEC COLLEGE]
 - **2009 - 2010** **ADVANCED STUDIES: CHARACTER ANIMATION**
[ANIMATION MENTOR]
- AUTODESK SOFTIMAGE & MAYA
MICROSOFT OFFICE SUITE
MICROSOFT EXCEL
VALVE HAMMER EDITOR & SDK
(LEARNING) UNITY 3D & 5
(LEARNING) UNREAL ENGINE 4
(AND MANY MORE)