

Jérôme Eippers
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age : 29

CHARACTER TECHNICAL DIRECTOR

PROFESSIONAL EXPERIENCE

Character technical director: Ubisoft Montreal (August 2009 – now)

I'm designing and implementing the Motion Builder animation pipeline, ensuring a smooth transfer of the previous 3dsMax character studio pipeline.

Senior technical artist: Krome Studios Brisbane (June 2007 – July 2009)

I've designed and implemented the Krome modular rigging pipeline and animation pipeline in Maya.

I was also in charge of the 3dsMax pipelines and in-game shaders.

Mocap studio manager: 10Tacle Studios Belgium (2005 - 2007)

I was in charge of the mocap studio, rigging and animation pipeline. I also worked as keyframe animator.

Character artist: Fresh3d (2006)

Character artist on a PSP project.

Character artist: Liquid Development (2005)

Character artist on : GuildWars, Donjon & Dragon Online, Everquest II.

EDUCATION

HEAJ *Haute Ecole Albert Jacquard* (2002 - 2006)

Degree in computer graphics specialized in game graphics.

IESN *Institut d'Enseignement Supérieur de Namur* (1999 - 2002)

Degree in computer science.

FOREIGN LANGUAGES AND SPECIAL SKILLS

LANGUAGES : French, English.

PROGRAMMING : C/C#/C++, PHP, ...

SCRIPT : maxscript (3dsmax), MEL (Maya), python.

PROGRAM : Maya, 3dsmax, Motion Builder, ...