SABINE MASSAL

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http://sabine.massal.net

Seeking entry-level position as

3D Animation Artist

Hard-working and talented artist with a passion for animation. Exceptional work ethic and a proven
ability to meet tight deadlines. Innate artistic ability combined with a dedication to improving skills through formal
education and constant practice. Talent for conveying emotion through animation. Loyal and enthusiastic team member
who sets stretch goals and always helps others. Exceptional understanding of animation theory and techniques.

Technical Skills:
Character Animation / 3D Modeling (Low & Middle Poly)
Character Rigging & Skinning / Concept Art Creation
Creative Problem Solving / Texture Mapping
Storyboard Development / Environmental Art

Software:
Expert: Maya, 3D Studio Max, Photoshop
Intermediate: Character Studio, Illustrator, Flash, After Effects

Work Experience

INDEPENDENT DEVELOPMENT PROJECTS 2001-2005
3D Animator
Played key role on development of multiple independent game titles, successfully handling challenges
associated with working remotely in teams whose members have varied experience and skills sets.

Served as modeler and texturer on Evillusion's *Eon of Tears*. Worked on several low poly environments
and contributed to development decisions.

Modeled, textured, rigged and animated low poly characters, creatures and animals for *The Olden Tale*.

Managed team of 5 remotely and helped lead programmer develop the game engine.
Worked on *Milcis*, an MMO, with responsibility for modeling, texturing and rigging low poly characters.

Developed art concepts and artwork for student project *Ceremon*, serving as only artist on a team of
programmers.

SOGREAH, Grenoble, France 1999-2001
Graphic/Multimedia Designer
Designed corporate identity and created company's website, including all content.

Education

Diploma, Advanced Studies in Character Animation (AnimationMentor.com)
**Personal mentors : Charles Alleneck (ILM), Morgan Kelly (Dreamworks), Dave Vallone (Blur),
Pepe Valencia (Sony), Bret Parker (Pixar).**

Certificate of Proficiency in Computer Animation (De Anza College, Cupertino, USA)
A.A. Degree – Computer Graphic Design/3D/Multimedia – Aries School, Grenoble, France
French Baccalaureat : Art and Literature – Paris, France

Other professional training includes classes in:
Videography, photography, installations, sound, sculpture, history of art, sketch/live models, analytical
drawing, descriptive geometry, graphic design, painting, modeling, animation and cinema history.