

THÉOTIME VAILLANT

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WORKS

- 2017 **Faculty at CalArts** since 2015.
Teaching *Cinema 4D* & video game engine *Unity*: Introductory and Advanced classes for animation and videogame pipeline. In 2017, taught a *Virtual Reality* course for Character Animation, and *Videomaking*.
- 2017 **Chromosphere Studio**, freelance Tech Artist.
Working on two distinct undisclosed VR feature projects.
- 2017 **Anaphorium**, in production since 2016.
VR Creative Experience by Michael Scroggins using HTC Vive and developed using the Unity engine.
Art direction, UI design and minor scripting.
- 2015 **COURSERA online classes (CalArts Videogame Specialization)**
Teacher on a four week long class: *World Design* for videogames and its *Capstone* class in 2016,
15,000 students registered.
- 2015 **A Different Kind of Sky**
Participation to a 360° projection show in downtown LA using Unity and C4D, thanks to *Vortex* and *CalArts*.
- 2015 **Post-production, 2D and 3D gfx** for *Disney Channel* and *Disney Junior* at *Keep Me Posted*
(a *Fotokem* company). Compositing, title design and CG assets using *After Effects* and *Cinema 4D*.
- 2015 **[NUREN] The New Renaissance**
Virtual reality rock opera by Jake "Virt" Kaufman and Jessie Seely.
Core team member on the project, concept designs, props modeling and environment designs.

EDUCATION

- 2014 **ENSAD**
(École Nationale Supérieure des Arts Décoratifs de Paris).
Graduated with a European **MASTERS** degree in Animation.
- 2012/2014 **CALARTS**
(California Institute of the Arts).
Graduated with a **BACHELOR OF FINE ART** degree in Experimental Animation.
Transferred as BFA 3 *Experimental Animation* 2012/2014.
- 2009/2014 **ENSAD**
(École Nationale Supérieure des Arts Décoratifs de Paris).
In 2013, Thesis : *Striding Videogames*.
In 2010, accepted in *Cinéma d'Animation*.

PROFICIENCY

Softwares

Unity3D (10 years of proficiency: Javascript & C#, ARKit, VR integration HTC Vive, Oculus, Daydream), **Cinema 4D** (10 years), **Unreal Engine 4**, **Maya**, **WebGL**, **Zbrush**, **Blender**, **Realfow**, **Final Cut Pro**, **Adobe Creative Suite**.

Language

Bilingual: English & French, speaking, writing, reading.

Hobbies

Six years of acting.
Personal practice of photography and writing.
Love nature, American landscapes, and traveling.
Enjoy videogames, app design and book design.