

THÉOTIME VAILLANT

vaillanttheotime@gmail.com
1 (925) 577-6727

WORKS

- 2018 **Faculty at CalArts** since 2015.
Teaching *Cinema 4D* & video game engine *Unity*. Introductory and advanced classes for animation, videogame pipeline. In 2017, taught a Virtual Reality course for Character Animation, and *Videomaking*.
- 2018 **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 some scripting.
- 2017 **Chromosphere Studio**, freelance Tech Artist.
Working on two distinct undisclosed VR feature projects, Effects and VR interactive design.
- 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 Animation.

PROFICIENCY

Softwares

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

Language

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

Hobbies

Six years of acting.
Personal practice of photography, filmmaking and writing.
Enjoy videogames, app design and book design.
Co-head of CalArts Videogame Making club.
Love nature, American landscape, and traveling.