

# 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 **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*.

2009 **Art preparation school, Rueil Malmaison**. One year of practice in order to integrate the *National School of Beaux Arts*.  
Engraving, photography, sculpture, drawing, painting, installation.

## PROFICIENCY

### Softwares

**Unity3D** (10 years of proficiency: Javascript & C#, VR integration HTC Vive or Oculus), **Cinema 4D** (10 years), **Unreal Engine 4**, **Maya**, **WebGL**, **Zbrush**, **Blender**, **Reallflow**, **Final Cut Pro**,

**Adobe Creative Suite** (Photoshop, Illustrator, InDesign, After Effect, Flash, Lightroom).

### 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.

[www.theotimevaillant.com](http://www.theotimevaillant.com)