

CATHERINE TIRLAN

Assistant Animation Director

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SKILLS

- Working since 1999 in the Video Game Industry.
- Animation Direction and Management of animators team.
- Create, support and convey the Animation Direction on the entire project
- Build Animation Bible: documentation searches for MOCAP or Keyframe animations.
- Provide artistic feedbacks to animators on the floor and on Outsourcing teams : raise quality, share ideas and push creativity.
- Organisation of the MOCAP sessions : Shot list creation, Actors choice, rehearsal and MOCAP direction.
- Communication with others departments to ensure a good world consistency
- Ability to quickly learn in-house tools and procedures.
- Supervise and test tools development, follow and debug ingame animation integration.
- Ability to quickly disseminate and communicate pipeline issues and solutions.
- Feedbacks on planning. ROI, risks and dependencies evaluations. Agile experience.
- Experience in Cinematic realisation and Special FX.
- French (mother language) and English (current) speaking.

EDUCATION

- Diploma in Management HEC Montreal 2011.
- Master's degrees in Multimedia : DESS Multimedia, University of Paris VIII, 1999.
- Master's degrees in Archaeology : DEA Prehistory, Anthropology and Ethnology, University of Paris I Panthéon-Sorbonne, 1998.

EXPERIENCE

2006 - Present : UBISOFT (Montréal, Canada).

Far Cry New Dawn (PS4, XBOX, PC) 2017 – 2018.

- Animation Direction Gameplay

Assassin's Origins : The Hidden Ones (DLC, PS4, XBOX, PC) 2017.

- Animation Direction on Cinematics.

Assassin's Origins (PS4, XBOX, PC) 2016 – 2017.

- Assistant Animation Direction on Cinematics and scripted events

Far Cry Primal (Prehistoric 1st Person Shooter, PS4, XBOX, PC) 2014 – 2016.

- Assistant Animation Direction on AI
- Animation pipeline creation (animation tree, naming convention, technical documentation...).

- Supervise tool development

Canceled AAA project 2013 – 2014.

Mighty Quest for Epic Loot (Hack and Slash, PC) 2010 – 2013.

- Animation Direction and Team Lead.
- Animation pipeline creation (animation tree, naming convention, technical documentation...).
- Supervise tool development

Shaun White Snowboarding World Stage (Snowboard simulation, Wii) 2008-2010.

Shaun White Snowboarding Road Trip (Snowboard simulation, Wii, PSP, PS2) 2006-2008.

- Animation Animation and Special FX, Team Lead.
- Animation and Special FX pipeline creation (animation tree, naming convention, technical documentation...).
- Cinematic realisation.

2001 - 2006 : Monte Cristo Games (Paris, France).

Silverfall (Hack and Slash, PC) 2004-2006 : Lead Animator and Lead Special Effects.

- Animation Direction and Special FX, Team Lead.
- Animation and Special FX pipeline creation (animation tree, naming convention, technical documentation...).
- Planning, outsourcing management, data integration, database maintenance.
- Keyframe animation of playable characters and monsters.
- Ragdoll creation and setup, Integration of Physical Particle Emitter.

The 7 Sins (Sim's like, PS2 and PC) 2003-2004 : Lead Animator.

- Animation Direction and Special FX.
- Animation and Special FX pipeline creation for the PS2 with "RenderWare" (animation tree, naming convention, technical documentation, database of 1500 animations).
- Keyframe animation, animation integration.

Star Academy - Pop Life (Sim's like, PC) 2002-2003 : Graphist and Animator.

- Characters, objects and environments modelisation, mapping and texture.
- Keyframe Animation of characters hands on Motion Capture.
- Motion Capture cleaning.
- FX creation.

Dino Island (Builder, PC) 2001-2002 : Graphist and Animator junior.

- Modelisation, texturing of buildings and characters.
- Animation of building and tourist.

1999 - 2001 : Duran Interactive (Paris, France).

Virtual Skipper 2 (Boat Race Simulation, PC) 2000 - 2001: Graphist.

La sardine de l'espace (Pilot of 3D Animated Serie) 1999 - 2000 : Graphist.