

# CATHERINE TIRAN

## LEAD ANIMATOR

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### **SKILLS**

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- 12 years experience working in Game Industry.
- Artistic Direction and Management of animators team.
- Keyframe animation, rigging, skinning.
- Ability to plan animation pipeline (animation system, naming convention, technical documentation).
- 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.
- Experience in Cinematic realisation, Special FX and Outsourcing.
- Excellent knowledge of 3dsmax and Photoshop.
- Games playing of all types.
- French (mother language) and English (current) speaking.

### **EDUCATION**

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- Received 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**

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#### **2006 - Present : UBISOFT (Montréal, Canada).**

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

- Direction of Animation team.
- Animation pipeline creation (animation tree, naming convention, technical documentation...).
- Supervise tool development

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

- Direction of Animation and Special FX teams.
- Animation and Special FX pipeline creation (animation tree, naming convention, technical documentation...).
- Cinematic realisation.

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

- Direction of Animation and Special FX teams.
- 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.

- Direction of Animation and Special FX teams.
- 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.

- Direction of Animation and Special FX team.
- 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.

**Fame Academy - Star Academy** (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 building and character.
- 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.