



22 years old



Driving licence



French (native)  
English - Spanish



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## TRAININGS

### **BACHELOR infographie 3D temps réel**

2014-2017 **HETIC** Montreuil (FR)

The « Bachelor 3D Temps Réel » of Hetic is a training based on the master of process technics of 3D contents creation and the respect of real time methodological constraints. This training prepare particularly to the new uses of 3D in real time : Virtual Reality, Augmented Reality, Simulation, Web3D.

### **CFD Certification**

2016-2017 **CFD-Support** Prague (CZ)

Technical training of meshing, computation, and data visualisation of CFD simulation.

### **BTS Audiovisuel Montage Post-Production**

2012-2014 **Lycée Viette** Montbéliard (FR)

Technical training of audiovisual shooting, production and postproduction.

### **BAC S option cinéma-audiovisuel**

2011-2012 **Lycée Lumière** Luxeuil (FR)

High school degree with audiovisual option.

## EXPERIENCES

**JAN 2016 :** **Imuze** Modeling based on the work of the designer of the project and realistic rendering for marketing.

**JUL 2015 :** **Brigade de Sapeurs-Pompiers de Paris (internship)** Modeling, texturing and Mental-Ray render for web communication and *Allo 18 print magazine*.

**DEC 2014 :** **JLA Groupe-IDF1 (internship)** Avid virtual editing, sound standardisation, recorder operator, data management.

**JUN 2013 :** **Télé Lyon Métropole (internship)** Avid virtual editing, computer maintenance, sound standardisation, data-management, cameraman.

## ABILITIES

- Methodological rigor in production
- Ability to adapt to Workflows and tools in firms
- Taste for Innovation and technical watch
- Ability to interact with shooting crew and production management
- Ability to interact with development crew

## EXPERTISES

- Low-Poly modeling of props and avatars
- Texturing, PBR
- MoCap Post-animation
- Integration, scripting in Game Engine
- Editing, Compositing
- Sculpt, Retopology
- Skinning, Rigging, Set-up
- Lighting, Shader
- Layout
- Tracking, Color Correction

## TOOLS

- Blender, Maya, 3DsMax
- Unity 3D, Unreal Engine
- Avid MC, FCP, Première
- Python, C++, C#, Bash
- OpenFoam, Paraview
- Cycles, Vray, Keyshot
- Motion Builder
- Adobe CC
- Mudbox, Zbrush
- Substance Painter



**Volunteer  
FireFighter**  
First Aid  
Training