



22 years old



Driving licence



French (native)
English - Spanish



+33 7 70 65 69 69



15 Rue Eugène Jumin 75019 PARIS



christophe.bonnard@orange.fr



christophe-bonnard.com

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

SEP 2017 : Dassault Systèmes (6 months internship) Experience design, 3D real time development, Hololens deployment, 3D engine beta-testing.

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 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