



LAUSSEL MATHIEU

TECHNICAL ARTIST
3D MODELER

02 / 07 / 1985 (FR)

Experiences

Studies

2004/2007 :

 **London :**

Training course Maya/Shake at Escape Studios.

 **Liège :**

Bachelor in computer graphics, 3D option,
at «Haute Ecole Rennequin Sualem».

2003/2004 :

 **Valence :**

University of science Joseph Fourier, option Mathematics
and Development.

2002/2003 :

 **Le Teil :**

French high-school diploma, specialized in Mathematics
at Xavier Mallet High School.

Knowledge

3D : (Modelling, UVs, Rigging, Animations, ...)

- Maya, 3D Studio Max, Blender
- Zbrush

Dev :

- Microsoft Visual Studio : C# (XNA)
- HLSL developer
- Mel (Maya)

Video :

- Shake, Fusion

Web :

- xHTML, CSS, XSLT
- PHP, Java Script, MySQL

Language

English : Read and Spoken
French : Native Language
Spanish : Basics





Microsoft, since April 2008

Recruited by Microsoft, as conferencer, to promote XNA in french schools and as coach concerning 3D technical & design for french team running in Imagine Cup, Game Development Session.

"It was great having Mathieu. [...] He has an excellent contact with students and is able to deliver a lot of valuable content no matter what their skill with computer graphics is. Students greatly appreciate his insight on artistic, creative, technical and business aspects of the video games industry. Mathieu brings a lot of value to the Imagine Cup experience for students. And the best part, is having him again on board for Imagine Cup 2009 !"

Vincent Bouatou, Higher-Ed and Academic Research Relations, Microsoft.

CoToon Studio | NoName Studio, August 2007 - February 2009.

Hired as 3D modeler for a tv trailer "Zip & Saxo", and as 3D modeler & Mel Developer (Maya) for the production of "The True Story of Puss'n'Boots" (in theater on April 2009). Then hired by NoName Studio (R&D pole of CoToon Studio) for the production of "Luke and Lucy: The Texas Rangers" as Technical Artist, mainly about 3D modelling & Mel Development (Maya). The developer side was about creating new tools to improve production speed and quality.

"Mathieu has great facilities for adaptation in the context of the various developments dedicated to the 3D production. He quickly assimilates the tools, languages and logic programming. As part of his work at Cotoons, he quickly mastered the language of Maya Mel. He has written many scripts reliable and effective."

Bernard Devillers, Studio Executive, CoToon.

Immersive Solutions (February 2007 - May 2007)

Worked as 3D Designer for my end stage study.
Hire as 3D modeler & 3D Animator for Real Time solution, I finally play a role on both, graphical & development side. (Virtools)

2001/2006

Work on a lot of free projects, most of them based on Unreal Engine like "The Soul Keeper" or "Unreal Fantasy".

