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PIERRE BOURGEOT

CHARACTER ARTIST

OBJECTIVE

To work in a company that allows me to further develop my artistic and technical skills among a team of passionate individuals.

SOFTWARE PROFICIENCY

- Softimage XSI , ZBrush , Maya, 3DSMax, Mudbox, 3D Coat, XNormal, Photoshop, Unreal 3 Editor

WORK EXPERIENCE

United Front Games 10/2010 - present - Senior Character Artist -

- **True Crime: Hong Kong** (PS3/XBox 360)

- Responsible for modeling, texturing and weighting characters as well as exporting in Game

Plastic Wax Animation 02/2011 - present - Freelance Character Artist -

- **Saints Row: The Third** (Cinematic)

- Responsible for modeling, texturing high resolution characters

Think Tank Training Centre 06/2006 - 06/2011 (5 years) - Character Artist Mentor -

- Mentors students in their final semester wishing to pursue a career as a Character Artist in the Game & Film industry

- Provides scheduling, in depth feedback, demos and lessons throughout the entire demo reel process to make sure students have a clear understanding of industry practices and expectations

Propaganda Games (Disney Interactive Studios) 10/2007- 10/2010 (3 years) - Character Artist -

- **Pirates of the Caribbean: Armada of the Damned** (PS3/XBox 360)

- Responsible for modeling, texturing and weighting most of the Main Player Character models as well as a series of pirate enemies, town folks and fauna

- Provided in depth feedback to outsource vendors

- **Turok Sequel** (PS3/XBox 360)

- Modeled, textured and weighted various creatures and characters

- Created detailed documentations including the complete process of the creature and character creation used for outsource vendors and internal mentoring

- Provided in depth feedback to outsource vendors

VanArts 10/2006 - 04/2010 (3 years 6 months) - Character Artist/ZBrush Teacher -

- Teaching students intermediate and advanced classes wishing to pursue a career as a Character Artist.

- Classes include:

- Entire process of character creation (Base mesh, Edgelooping, ZBrush, Unwrapping, Map generation, Game modeling, Texturing, Lighting)

- Various focused exercises in ZBrush such as Anatomy studies, Drapery, Environments

- I also provide scheduling, in depth feedback, demos and lessons throughout the entire demo reel process to make sure students have a clear understanding of industry practices and expectations

Imperia Media 05/2006 - 09/2007 (1 year 5 months) - Senior Creature Artist -

- **Dinosaurs: Giants of Patagonia** (IMAX movie)
- Modeled, textured and implemented hair systems on dinosaurs as well as built flora elements

Electronic Arts Canada 05/2005 - 09/2005 - Character Artist -

- **NBA Live 2006** (PS3/XBox 360)
- Modeled and textured player characters to likeness based on reference.

Next Gen Entertainment 11/2004 - 04/2005 - Character Artist -

- **187: Ride or Die** (PS2/XBox)
- Modeled and textured player cars
- Incorporated damage systems, game engine asset integration

Budget Monks Production 7/2004-11/2004 - Character Artist -

- **Broken Saints** (DVD)
- Modeled, textured, implemented hair systems, lit and rendered all main character heads for the intro cinematic of an animated graphic novel

EDUCATION

- 2004** • Graduated from the Digital Animation Masters Program Part time classes (2nd year)
- 2002-2003** • Character Animation Program 1st Year Program
 - Understanding the basics of traditional and computer animation, combined with theory of art and human anatomy. Developing the skills needed to keep up with a fast paced industry.
- 2002** • UBC First year student, Faculty of Agricultural Sciences
- 2000** • Graduated from Kitsilano Secondary School (5 years on the Honor Roll)

ACHIEVEMENTS

- 3D WORLD MAGAZINE: Published "Demon Lord" images on a 2 page-spread. Won image of the month. March 2011
- CGHUB: Featured front page (Editor's Pick) and 3x Gold Award for "Wolverine" and "Demon" Jan. 2011
- 3DTOTAL: Featured front page 2x gallery award winner for illustration "Crossed Paths" & "Demon" Jan. 2006/Jan. 2011
- L'EXPRESS DU PACIFIQUE: Published interview in provincial newspaper Oct. 2010
- ZBRUSH USER GROUP MEETING: Keynote speaker showcasing new features in ZBrush 4 Dec. 2009
- CGCHANNEL: Interview (4 pages) May 2008
- VOCANSON.FR: Interview Jan. 2007
- BALLISTIC PUBLISHING: Published in d'Artiste Character Modeling 2 with illustration "Crossed Paths"
- ZBRUSHCENTRAL: Featured front page and in gallery with my character "Wolverine" Jan. 2006
- CGTALK Featured front page for my illustration "Crossed Paths" Feb. 2006
- KITSILANO HIGH SCHOOL Award of Excellence in Multimedia 2002