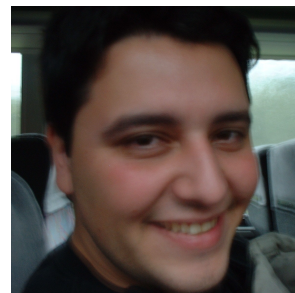

Michel Bidart

Character Animator

Canadian Permanent Resident

<http://www.michelbidart.com/>
e-mail: mike_ab@hotmail.com



Available
Immediately

Objective

Short Term:

- A stable position as a Character Animator on a high-end studio that allows me to gather experience and knowledge while producing high quality work.

Long Term:

- To become an Animation Supervisor/Director

Highlights

- Always eager to help
- Adaptable to any work environment
- Team player
- Fast learner
- Interested in developing new skills
- Extremely welcome to criticism
- Patient
- Reliable and responsible
- Funny and outgoing personality

Animation Work Experience

Image Engine Vancouver, BC

Apr/2009–Jun/2009

Freelance Senior Character Animator on the TV Division

Main Responsibilities:

- Deliver 10/15 high-quality animation shots a week
- Develop characters' personalities through animation
- Incorporate director's and client's feedback into animation
- Produce daily clips of shots in progress
- Rig testing/suggesting rig improvements
- Previs, camera animation and shot setup

Vetor Zero

São Paulo, Brazil

Feb/2007–Feb/2009

Character Animator

Main Responsibilities:

- Report to Project and Animation Supervisors
- Create fully animated shots in a timely manner
- Incorporate client's feedback on animation
- Work with other animators as a team
- Managing several projects simultaneously
- Develop animation tools for animation department
- Rig testing
- Camera Animation

Other Work Experience	KM&B Consulting 2000– 2007 Graphic Designer / Business Consultant Transferable Skills: <ul style="list-style-type: none">– Excellent communication skills– Ability to meet and exceed performance goals in a fast paced environment– Strong work ethic and professional manner– Ability to work both in a team environment and independently	São Paulo, Brazil
Education	Vancouver Film School Apr/2005 – Aug/2006 3D Animation and Visual Effects Diploma	Vancouver, Canada
	EAESP-FGV Aug/2000 – Jul/2004 Bachelors Degree in Business Administration	São Paulo, Brazil
	Escola Politecnica-USP Jan/1997 – Jul/1999 Civil Engineering - Incomplete	São Paulo, Brazil
Other Courses	Academia Brasileira de Arte 1997– 1999 Drawing for Comic Books	São Paulo, Brazil
Software Knowledge	After Effects: <ul style="list-style-type: none">– Intermediate use Premiere: <ul style="list-style-type: none">– Intermediate use Photoshop: <ul style="list-style-type: none">– Intermediate/Advanced use XSI: <ul style="list-style-type: none">– Basic Modeling/Lighting/Shading– Intermediate Rigging– Advanced Animation Maya: <ul style="list-style-type: none">– Basic Modeling/Lighting/Shading– Intermediate Rigging– Advanced Animation	
Programming Knowledge	XSI Basic scriptwriting for rigging purposes and development of simple animation tools	
	Maya - MEL Intermediate scriptwriting and development of complex animation tools	
Achievements	Vancouver Film School 2006 Awarded the Class 3D56 Festival Scholarship for high quality, interesting subject matter and excellent work habits	Vancouver, Canada
	Exground Filmfest 2006 Public Screening of “Late – A Short Film by Michel Bidart”	Germany

Recommendations

“What a treat it was to work with Michel! He is talented, very fast and has an excellent artistic eye. He is a rising star and I am certain that his craft will continue to improve at an accelerated rate. He has an ability to slide into different disciplines easily and he understands the technical aspects of software to a high degree. He has an excellent attitude and he was great fun to work with. We all miss him very much! I highly recommend Michel to any studio.” July 14, 2009

Chris Derochie , Senior Animator , Image Engine Design Inc.
worked directly with Michel at Image Engine Design Inc.

“Michel was a great addition to the production team. His character animation is excellent his sense of timing is impeccable, his poses were strong, and he really breathed some new life into our old models. Michel is professional, focused and has great problem solving skills. He also gets on really well with his team. Our client was extremely happy with the project and I for one highly recommend him to your animation project. I would also be very happy to work with him again.” July 9, 2009

Jason Gross , VFX Supervisor , Image Engine
managed Michel at Image Engine Design Inc.