

LEO BAUCHY

TECHNICAL/GAMEPLAY ANIMATOR

Date of birth: 15 september 1991
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PROFESSIONAL EXPERIENCE

- 2017/2018** Fifteen months job at **QUANTIC DREAM** in Paris.
Where I designed gameplay animations, motionkits and tools for the animators (motion capture only).
- 2016** A few short missions for different companies (**Kistudios/Exigent3D**).
Producing animations for games, tv show or else as a freelancer.
- 2015/2016** Fifteen months job at **THE GAME BAKERS** in Montpellier (France).
Where I produced keyframed based combat animations for bipeds (gameplay).
- 2014** Six months internship at **Might & Delight** in Stockholm.
I worked as a 3D animator on "Shelter 2", mostly working with quadrupeds.
- 2013** Three months internship at **Nanyang Polytechnic** in Singapore.
I was lead artist on a 3D student project made in Unity3D.
- 2012** One month internship at **MacGuff company** (animation).
I worked on a few animations for a Mcdonalds french commercial clip

EDUCATION

- 2010/2014** Graduated from **Supinfogame**, "Management & Game art".
- 2009/2010** Art School **ESAG Penninghen** (graphic art & interior architecture).
- 2008/2009** BAC from French school in Stockholm (A levels)
- Languages:** French, English (professional), Spanish (beginner)

ABOUT ME

Goals: Work abroad, develop skills and competences, making new experiences.

Characteristics: Self learner, independent, flexible, open-minded

Latest games: Hellblade: Senua's sacrifice, Breath of the wild, Dishonored 2, Heavy rain, Tricky towers, Helldivers, etc.

Travels: China, Morocco, Syria, United Kingdom, Turkmenistan, Sweden, Singapore.

PROJECTS

DETROIT: Become Human
Action/Adventure for PS4 (May 2018, unreleased)

Furi
3D action game for PS4/PC (July 2016)

Shelter 2
3D adventure game for PC/Steam (March 2015)

Neonstar
(final year project)
2D Action game for PC (unreleased)

Energ'it
(project made for the Imagine Cup contest)
2D platform game using crossplatform technologies (Mobile/PC, unreleased).

Code: Blue
3D serious game, Made for Mercy Relief a non governmental humanitarian organization (unreleased)

SOFTWARES & SKILLS

MAYA	
MotionBuilder	
3DSMAX	
Unity3D	
After effect	
Photoshop	
Illustrator	
Flash	
MEL	
Python	
C#(scripting)	
Javascript	
HTML5 +CSS3	