

Victor DeBaie

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HIGHLIGHT OF QUALIFICATIONS

- 15 Years of experience in Character Animation and Production
- Multifaceted skills in Motion Creation, Motion Analysis and Pre Visualization
- Extensive knowledge in Core Game Mechanic Animation Breakdown, Animation System Design and Gaming
- Responsible for developing and implementing high quality animation in over 20 productions
- Integrator and designer of Animation Pipeline Development and Scheduling
- Expert knowledge in Key Frame and Motion Capture Animation
- Experience in Realistic, Hyper Realistic, Exaggerated and Stylized Animation development

Client List

- EA • Ubi Soft • Pandemic • Sony Image Works • Disney • WB • Lightstorm • 20th Century Fox • Universal Pictures • ESPN • Sci-Fi Channel • Film Roman • BBC • Majesco Games • YTV • CBC •

Title List

- Far Cry Primal • Assassin's Creed Unity • Prince of Persia: Two Thrones • Prince of Persia: Warrior Within • Peter Jackson's King Kong • Avatar • Surf's Up • Kim Possible: What's the Switch • Ant Bully • Pirates! (TV) • Tripping the Rift (TV - Season 1) • Hippo Tub Co. (TV) •

SOFTWARE EXPERIANCE

- Autodesk MotionBuilder • Autodesk 3Ds Max • Autodesk Maya • Softimage XSI • Adobe AfterFX • Adobe Photoshop • Adobe Illustrator • Adobe Premiere • Apple Final Cut • Apple Motion • Multiple "In House" Game Engines •

EMPLOYMENT HISTORY

Senior Animator

April, 2009 – Present

Ubi Soft | Montreal, Quebec

- Developing behavioral systems and animation that convey life, interacting and reacting with internal and external stimuli
- Created original animations and systems for multiple productions, game play systems and marketing campaigns using Key Frame and Motion Capture
- Experience in the construction and advancement of Cover Based Systems, Interrogation Systems, Paired Animation, Ledge Systems, Climbing Systems and Vaulting Systems
- Development of Pipelines, Workflow and AI State Systems
- Worked closely with Leads, Directors and Managers to provide overview of systems and Cinematics
- Directed Motion Capture shoots for Core Game Mechanics
- Developed Visual Documents to provide insight for Direction and Design
- Designed tutorials for animators to create "Rapid Prototypes" within various game engines
- Met with members of Black Water Military to review tactics training from former members of elite, special force units to create unique gameplay animations and understand field procedures

Lead Animator

September, 2006 – November, 2008

Pandemic Studios | Brisbane, Australia

- Managed and directed a team of 6 Animators
- Scheduled Team Meetings, Reviews and Round Tables
- Worked side by side with Directors and Managers to present the game's vision to our team
- Created Hand Keyed Animation and developed pipelines for Cinematics, Boss Battles, Navigation, Fight Systems and Interactive Cinematic Events

- Directed Technical Artists to advance the animation rig and streamline the production pipeline
- Aided Animation Programmers to develop tools and systems that would push Next Generation game play animation and behaviors

In Game Cinematic Animator

February, 2006 – September, 2006

A2M | Montreal, Quebec

- Produced “In Game” Cinematics and worked closely with Story Board artists and the Animation Director
- Reviewed and updated Cinematic Pipeline

Senior Animator

July, 2003 – February, 2006

Ubi Soft | Montreal, Quebec

- Creation of Fight Systems that were designed to sustain the Game Director’s “Free Form” game play style
- Worked with the Animation Director to create a style and overall flow of gameplay
- Mentored other animators to help meet the production’s style and needs
- Development and implementation of key framed animation for Main Characters (3rd person and 1st person), NPC Behaviors (Navigation, Fighting, Acting, etc.) , Bosses (Navigation, Fight and Cinemtics) as well as Quadrupeds (horses, dogs, cats and fantasy creatures)
- Developed Target Game Footage as well as Marketing videos for various projects

Character Animator

December, 2002 – July, 2003

Cinegroupe | Montreal, Quebec

- Delivering 30 seconds a week of full character animation, crowd shots and lip sync to air on TV

Animator

August, 2002 – November, 2002

Klik Animation | Montreal, Quebec

- Interpreting storyboards to create 5 minute episodes of full character animation
- Creating hand keyed character animation, modeled props and rigging characters

Senior Animator

June, 2002 – August, 2002

Interstation / Digital Fictions | Quebec City, Quebec

- Delivering between 30 to 70 seconds a week of Cinematics
- Other duties included Motion Capture Manipulation, Layout, Modeling, and Texturing

Character Animator

February, 2001 – November, 2001

Cage Digital / Evening Sky Productions | Halifax, Nova Scotia

- Animated 30 seconds a week of full character animation including lip sync for TV broadcast

Digital Video Production and Web Design

June, 2000 – September, 2000

O'brien & Bourque Promotions Inc. | Halifax, Nova Scotia

Illustrator

January, 2000 – February, 2000

New Media Development (NMD) | Sackville, Nova Scotia

3D Animation

July, 1999 – November, 1999

Hal/FX Design | Halifax, Nova Scotia

Composer & Animator

January, 1999 – March, 1999

Salter's Street Films Productions | Halifax Nova, Scotia

- Puppeteering, Stop Motion Animation and Compositing for a TV broadcast

3D Animator

July, 1998 – August, 1998

Vantage Communications Inc. | Halifax, Nova Scotia

EDUCATION

Acting For Animators Master Class | Montreal, Quebec

2012

Ed Hook Seminar and Workshop	
Jason Ryan's Animation Master Class Montreal, Quebec	2011
NAD Center Seminars and Workshops	
McKenzie College Halifax, N.S	1998
Graduated with 3D Animation and Visualization	