

Jean-Sébastien Caron

3D Technical animator

Portfolio : caronjs.com

Cell: 514-424-5313

Email: caron.jeansebastien@gmail.com

Professional profile : Creative, social, dynamic, positive, hard worker and self-educated.

Experience

CAE - 2023 to 2026

3D Tech artist for aviation simulator

- modeling
- Rigging
- Unreal integration



MR.X / MPC - 2021 to 2022

Animator

- Character animation
- Motion capture correction



CAE - 2019 to 2021

3D artist for aviation simulator

- modeling
- Rigging
- Animation



Game On - 2018 to 2019

Animator

- Character animation
- Environment animation



squeeze studio - 2018

Animator

- Character animation



Vox Populi - 2016 to 2018

Animator - Ici Laflaque

- Character animation
- Environment animation



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web: caronjs.com

Digital Dimension - 2015 to 2016

3D Rigger

- Character Rigging
- FX in unreal (cascade)



FAKE Digital Entertainment - 2014 to 2015

Animateur - Jerry and the raiders

- Animation de personnage
- Correction de capture de mouvement



Softwares



Maya



Motion
Builder



Unreal 5



Zbrush



After
Effects



Photoshop



Blender



Unity 3D

Programming languages

Python, MEL script, Maxscript, Java Script, C sharp, Unity shader, Ymel.

Studies

UQAT (University of Quebec in Abitibi-Témiscaminque)
DEC/BAC in creation 3D and news medias.

2013

Cégep Édouard-Montpetit (Longueuil)
Technic in multimedia integration

2011

Implications

mobile game development (2014-2016)

Participant « Pixel challenge » (2014)

Participant « Anijam » (2013)

Participant « MTL Global game jam » (2013 to 2015)

Zbrush formation at « Atelier découverte » (2013)

Volunteer at the Montreal international game summit (2011 to 2013)