

## */Contact*

Jean-Baptiste Bellande, 24 years old, driving license  
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## */Education*

2011 – 2014 3D Animation Bachelor 3 years studies  
2010 – 2011 Applied Arts preparatory class  
2007 – 2010 Baccalaureate in Literature, Arts Option

## */Experiences*

### CGEV

November 2014 – Today (3 years) | Paris, France

Responsible for 3D tracking and layout on 500+ shots from 30+ feature films and TV series.

Camera, object and body tracking in 3DEqualizer, layout creation in Maya and scene preparation in Nuke.

In charge of training and supervising new tracking team members.

### DIGITAL BANANA STUDIO

August 2014 – September 2014 (2 months) | Paris, France

Modeling, texturing 3D assets for commercials, TV Series and corporate movies.

### SYBO GAMES

July 2013 – August 2013 (1 month) | Copenhagen, Denmark

Creating 3D assets with smartphone/tablets constraints on Blades of Brim.

## */Skills*

- Strong experience in 3DEqualizer: camera, object and body tracking
- Experience in training and supervising new team members
- Ability to plan and schedule assigned tasks ahead
- Basic knowledge of python scripting
- Fluent English speaking, TOEIC 895 (C1 level)

## */Interests*

Gamer: I like discovering new games as well as making up my own in GameMaker

Tech enthusiast: I keep myself informed about innovations and new technologies

Maker: I love prototyping ideas through drawing, DIY and 3D printing

Music explorer: I constantly look for new artists. I like getting inspired and making up songs

[My Tracking Reel](#) (password: bellande)