

CARL BÉRUBÉ'S RESUME

carl.berube@gmail.com

www.carlberube.com

WORK EXPERIENCE

June 2013 – Present

Framestore, Pipeline TD

- Expanded tools by building a graphical user interface around established modules
- Created tools to facilitate exchanges between multiple sites
- Supported and maintained existing tools while adding new features

August 2012 – June 2013

Digital Dimension, Production TD

- Expanded pipeline tools
- Created and investigated Stereoscopy tools
- Developed new pipeline tools to increase communication between departments

January 2009 – August 2012

Digital Dimension, Rigger

- Rigging of characters/creatures/props/etc
- Experienced on both realistic and cartoon characters
- Worked on many high-profile franchises such as Mortal Kombat, Lord of the Rings, F.E.A.R. and Batman

SOFTWARE KNOWLEDGE

Python / PyQT
VBScript
Autodesk Maya

NUKE by The Foundry
Softimage XSI
Autodesk 3Ds Max

Adobe Photoshop
Adobe Premiere

SCHOOLING

UQAC
2010 – 2012

Certificate in Computer Animation for
Cinema and Television

NAD Center
2008 – 2009

3D Animation and Visual Effects for
Cinema and Television

Cégep de Trois-Rivières
2005 to 2007

D.E.C. in Fine Arts

INTERESTS

Video games, movies, comic books, writing, graphic design, electronic music

