

CARL BÉRUBÉ'S RESUME

carl.berube@gmail.com

WORK EXPERIENCE

August 2012 - Present

Digital Dimension, Production TD

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

January 2009 - Present

Digital Dimension, Rigger

- Rigging of characters, creatures, props and others
- 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

Softimage XSI

Adobe Photoshop

Adobe After Effects

Autodesk Maya

Adobe Premiere

Autodesk 3Ds Max

Adobe Illustrator

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

Animation-Mentor.com

2006 – 2007

3D Character animation
(3 semesters completed)

Cégep de Trois-Rivières

2005 to 2007

D.E.C. in Fine Arts

INTERESTS

Video games, comic books, writing, graphic design