

RICHARD GAGNON

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📍 St-François-Xavier-de-Brompton, QC
J0B 2V0

SKILLS

- Animation pipeline understanding
- Experienced in Game Industry
- Fluent in Maya, 3ds Max, Blender, Motion Builder
- Flexible and Adaptable
- Proficient in Keyframe Animation, Mocap Animation
- Teamwork and Collaboration
- Leadership
- Technical Intermediate as Rigging, Skinning, Mocap Retargeting, 3Cs Behaviors, Animation Engine integration.

EDUCATION

School of Digital Arts, Animation and Design (NAD Center)

Montreal, QC

Associate of Arts: Arts And Entertainment Management / Game Animation

CEGEP De Sherbrooke

Sherbooke, Qc

Arts

PROFESSIONAL SUMMARY

Creative animator with 16 years of experience in the video game industry. Passionate about developing characters that bring stories to life. Proficient in most of the 3D software and a focus on delivering projects with precision and artistic skill.

PROFESSIONAL EXPERIENCE

Ubisoft - Senior 3D Animator

(Hybrid) Sherbrooke, QC • 04/2022 – Current

- “Unannounced Project”

Affordance Studio - Lead Animator

(Remote) Montreal, QC • 01/2021 – 04/2022

- Two Falls - Nish TakuaKut

Borealys Games – Animation Supervisor

(Remote) Montreal, QC • 09/2014 – 01/2021

- Mage’s of Mystralia (2017)
- “Unannounced Project” / RnD (2017-2021)

Ubisoft - Intermediate/Senior 3D Animator

(On site) Montreal, Quebec, QC • 07/2009 - 09/2014

- Prince of Persia : Forgotten Sands
- Assassin's Creed : Brotherhood
- Assassin's Creed : Revelation
- Assassin's Creed III
- Assassin's Creed III : The Tyranny of King Washington
- Assassin's Creed IV : Black Flag

Electronic Arts - 3D Animator

(On site) Montreal, QC • 04/2007 - 01/2009

- Boogie
- Boogie SuperStar

PORTFOLIO, PROFILE

- <https://www.richardgagnon-portefolio.com/>