

# CATHERINE TIRLAN

Assistant Animation Director

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## SKILLS

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- More than 15 years experience working in Game Industry.
- Artistic Direction and Management of animators team.
- Create, support and convey the Animation Art Direction on the entire project
- Build Animation Art Bible: documentation searches for MOCAP or Keyframe animations.
- Provide artistic feedbacks to animators on the floor and on Outsourcing teams : raise quality, share ideas and push creativity.
- Organisation of the MOCAP sessions : Shot list creation, Actors choice, rehearsal and MOCAP direction.
- Communication with others departments to ensure a good world consistency
- Ability to quickly learn in-house tools and procedures.
- Supervise and test tools development, follow and debug ingame animation integration.
- Ability to quickly disseminate and communicate pipeline issues and solutions.
- Feedbacks on planning. ROI, risks and dependencies evaluations. Agile experience.
- Experience in Cinematic realisation and Special FX.
- French (mother language) and English (current) speaking.

## EDUCATION

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- Received Diploma in Management HEC Montreal 2011.
- Master's degrees in Multimedia : DESS Multimedia, University of Paris VIII, 1999.
- Master's degrees in Archaeology : DEA Prehistory, Anthropology and Ethnology, University of Paris I Panthéon-Sorbonne, 1998.

## EXPERIENCE

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### **2006 - Present : UBISOFT (Montréal, Canada).**

**Far Cry Primal** (Prehistoric 1st Person Shooter, PS4, XBOX, PC) 2014 – 2016.

- Direction of Animation on AI
- Animation pipeline creation (animation tree, naming convention, technical documentation...).
- Supervise tool development

**Canceled AAA project** 2013 – 2014.

**Mighty Quest for Epic Loot** (Hack and Slash, PC) 2010 – 2013.

- Direction of Animation and Team Lead.
- Animation pipeline creation (animation tree, naming convention, technical documentation...).
- Supervise tool development

**Shaun White Snowboarding World Stage** (Snowboard simulation, Wii) 2008-2010.

- Direction of Animation and Special FX, Team Lead.
- Animation and Special FX pipeline creation (animation tree, naming convention, technical documentation...).
- Cinematic realisation.

**Shaun White Snowboarding Road Trip** (Snowboard simulation, Wii, PSP, PS2) 2006-2008.

- Direction of Animation and Special FX, Team Lead.
- Animation and Special FX pipeline creation (animation tree, naming convention, technical documentation...).
- Cinematic realisation.

### **2001 - 2006 : Monte Cristo Games (Paris, France).**

**Silverfall** (Hack and Slash, PC) 2004-2006 : Lead Animator and Lead Special Effects.

- Direction of Animation and Special FX, Team Lead.
- Animation and Special FX pipeline creation (animation tree, naming convention, technical documentation...).
- Planning, outsourcing management, data integration, database maintenance.
- Keyframe animation of playable characters and monsters.
- Ragdoll creation and setup, Integration of Physical Particle Emitter.

**The 7 Sins** (Sim's like, PS2 and PC) 2003-2004 : Lead Animator.

- Direction of Animation and Special FX.
- Animation and Special FX pipeline creation for the PS2 with "RenderWare" (animation tree, naming convention, technical documentation, database of 1500 animations).
- Keyframe animation, animation integration.

**Star Academy - Pop Life** (Sim's like, PC) 2002-2003 : Graphist and Animator.

- Characters, objects and environments modelisation, mapping and texture.
- Keyframe Animation of characters hands on Motion Capture.
- Motion Capture cleaning.
- FX creation.

**Dino Island** (Builder, PC) 2001-2002 : Graphist and Animator junior.

- Modelisation, texturing of buildings and characters.
- Animation of building and tourist.

### **1999 - 2001 : Duran Interactive (Paris, France).**

**Virtual Skipper 2** (Boat Race Simulation, PC) 2000 - 2001: Graphist.

**La sardine de l'espace** (Pilot of 3D Animated Serie) 1999 - 2000 : Graphist.