

Maxime Cronier
Paris, France
17/10/1995
Driver's license



3D ANIMATOR

Dynamic, conscientious, motivated

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EXPERIENCE

- January 2017 : 3D Animator at Atomic Soom.
Two short character animations for the OCP's app.
- June to August 2016 : Internship at Atomic Soom.
Layout & animation on both pilot & teaser for «Potatoyz» (series).
- October 2008 : Internship at Naço Architecture.
Internship in a architecture & design team.

EDUCATION

- 2016-2017 : 4th year in 3D animation at LISAA Paris - Master's degree.
Animator on «Extra-Lucide» project.
- 2015-2016 : 3rd year in 3D animation at LISAA Paris - Bachelor degree.
Animator / Rigger on «Réfasol» project.
- 2014-2015 : 2nd year in 3D animation at LISAA Paris.
Animator / Rigger on «Lux» project.
- 2013-2014 : 1st year - Preparatory at LISAA Paris *(in animation and fine arts).*
- 2012-2013 : High School Diploma majoring in Economic and Social Sciences.

SKILLS

- Animator : 3D characters and props.
- Knowledge in rigging and skinning.

SOFTWARE SKILLS

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|-----------|-------|--------|-------|-------------|-------|
| • Maya | ★ ★ ★ | • C4D | ★ ★ ★ | • 3DsMax | ★ ★ ★ |
| • TvPaint | ★ ★ ★ | • Nuke | ★ ★ ★ | • Photoshop | ★ ★ ★ |

LANGUAGES

- French : native
- English : fluent

HOBBIES

- Airsoft.
- Recent digital technics (MoCap, VFX).