



Seasoned producer and production manager, with more than 25 years in the field of 3D animation and Visual Effects, I started my career in the mid 80's as a CG artist and animation director. Producer and General Manager of an animation and visual effects studio for nearly a decade, I work as a freelance producer since 2002. Over the years, I manage the production of animated movie and visual effects for film and TV Series as well as high end cinematic for video games. Natural leader, the main characteristics that distinguish me is a creative spirit, superior planning skills as well as confirmed manager's quality.

## Profile

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- Over 25 years' experience in CGI and VFX production, 12 years as general manager
- Management of multidisciplinary teams of more than 65 employees
- Planning and managing budgets in excess of 30M\$
- Bilingual: English, French
- HEC Montreal: Training in television and film management
- Project Management Institute: Training in project management (PMP)
- INIS: Training in international coproduction
- University of Quebec at Montreal: Bachelor of Industrial Design
- Old Montreal College: Training in Graphic Design
- Continuing Education: Leadership; coaching and time management

## Awards and nominations

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### Award winner

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- 2005 Paris International Scientific Films (1<sup>st</sup> prize) – Océanautes / VFX Producer
- 1993 Corpovision Awards (1<sup>st</sup> prize) – BCE / VFX Producer
- 1990 Can Pro Awards (1<sup>st</sup> prize) – CFCF 12 Pulse News / 3D Artist
- 1987 Int. Competition "Images du Futur" (2<sup>nd</sup> prize) – Première Vue / 3D Artist
- 1986 Koën de Winter Foundation – (1<sup>st</sup> prize) / excellence in industrial design

### Nominated

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- 2004 Emmy Awards – Extreme Engineering (DCI) / VFX Producer
- 1998 Gémeaux Awards – La Part des Anges (RC), Anima (TQ) / VFX Producer
- 1992 Int. Competition "Images du Futur" – En Ligne (MP) / 3D Artist
- 1991 Int. Competition "Images du Futur" – Le Grand Journal (TQS) / 3D Artist
- 1990 New York Film Festival – Omni Science (TQ) / 3D Artist

## Experience & Achievements

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### General Manager

- Digital-District (Montreal) 06/2012 – 02/2013
- 90 Degrees Communication 10/2008 – 03/2010
- Ubisoft Cinematic Studio 06/2004 – 04/2005
- Quaz'Art Studio 12/1993 – 05/2002
- Neotech Studio 05/1992 – 07/1993

### Executive Producer

- CGI Animated movie "Ballerina", (Canada-France) 08/2011 – 02/2013
- TV Series "Mati & Dada", Achtoons & RAI Fiction (Italy) 09/2011 – 10/2012
- TV pilot "The Big Top", Fat Balloon Animations (India) 02/2011 – 07/2011
- CG Video for Pratt & Whitney Canada, Blue Bug Entertainment 04/2010 – 09/2010
- Documentary Series "Opression" aired on Télé-Québec, ICOTOP 1999 – 2002
- 26x½ hour 2D/3D CGI Series "Dragon Wings", FR3 (France) 1999 – 2001
- VFX for the soap opera "La part des Anges", Radio-Canada 1998 – 1999
- Documentary Series "Anima" aired on Télé-Québec, ICOTOP 1996 – 1998

### VFX Producer

- American movie "Dennis the Menace Christmas", Big Bang Studio 2007
- American movie "KAW", DAMN FX Studio 2006
- American movie sequel "Decoys II", DAMN FX Studio 2006
- Documentary film "Océanautes", ARTE (France) 2005
- Discovery Channel documentary series "Extreme Engineering" 2002 – 2003

### Technical Producer

- TV game show "Le tournoi des mètres", Télé-Québec 2006 – 2007
- TV game show pilot "GAMERZ", Astral / Z Channel 2003 – 2004

### Production Manager

- Remedial recovery of the CGI animated series "The Podcats", Okidoki (France) 2008
- CGI Animated movie "The story of Abraham", Big Bang Studio 2007
- ASTRAL/Family Channel "annual promotional package", Ciné-Groupe Studio 1993

### CG Artist

- CFCF Montreal 1989 – 1992
- Animation 3D Inc. / PMT Video 1986 – 1989