

Lucas Veber

Date of birth : 05/03/1989
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Education - Qualifications

2016: Freelance artist

2013 - 2016 :

Character animator, Illumination Mac Guff (Minions, Secret Life Of Pets, Despicable Me 3, Marketing movies)

2012 - 2013:

Internship, Illumination Mac Guff (3 months): Character animation

GOBELINS school, character animator student. Graduated head of the class.

2007 - 2012:

SUPINFOCOM

Co-director of "Contre-Temps" (graduation film): Animation, FX, Modelling

Internship at Cube Creative (2 months): Animation, Layout, Modelling, FX

Co-director of the 3D short "Brandt Rhapsodie"

Internship at Onde M (2 months): Character animation, texturing, video editing.

Director of the 3D short "Pleine Forme"

French: Mother tongue

English: Fluent (9 years of study and 3 weeks stay in the USA)

German: Basic knowledge

Specific Skills

3dsMax - Maya - Blender - Motion Builder - Vray - MentalRay - Realflow - Vue D'esprit - ZBrush
Adobe Creative Suite

Misc

Piano (composer, jazz style and others)

Regular skiing, cycling, jogging

Clean driving licence