

# Olivier Couston

Character Artist

<http://oliviercouston.com>

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Nationality: French  
Date of Birth: 06/17/1982

## SUMMARY OF QUALIFICATIONS

3D generalist specialized in character modeling and look development for feature animation. Proficient in Maya, Mudbox, Zbrush, Substance Painter, Arnold renderer and Yeti hair system.

Real life prop making: familiar with 3d printing, molding, casting and electronics.

Former software and web developer. Strong knowledge in C++, PHP, Javascript, Python.

## WORKED ON

**Animated features:** Despicable Me 3 (*set/prop modeling*), Marnie's World (*character modeling/shading/grooming*), Deep (*character modeling/shading/grooming, environment modeling*), Robinson Crusoe (*character modeling*), Asterix: the land of gods (*environment/prop modeling*), The House of Magic (*character modeling*), A Turtle's Tale 2 (*character modeling*)

**TV series:** Veggiestein (*character modeling/shading*), Scrameustache (*character modeling*), Luke and Lucy (*character modeling*) and many others (check private portfolio)

**Video game trailers:** Knack (*PS4, environment modeling, matte painting*), Spiderman: friends or foes (*Xbox 360, character modeling/texturing*)

**VFX :** Michiel de Ruyter (*2015, modeled CG battleships*)

## EDUCATION

### **Masters Program in Computer Information Systems**

**Université de Technologie- Troyes** Troyes, France. 2003-2006

Included two faculty-reviewed workplace placements with businesses in the United States.

### **Graduate Studies in Computer Science**

**Humboldt State University** Arcata, CA. August-December 2004 (exchange program).

### **Bachelors Degree in Technology, specialization option in *Digital Imaging***

**Institut Universitaire de Technologie, Université de Provence**

Arles, France. 2001-2003

## WORK EXPERIENCE

### **Character Artist** *Grid VFX*, Ghent, Belgium

*September 2016 – March 2017*. Character development

### **Set Modeler** *Illumination MacGuff*, Paris France

*February 2016 – August 2016*. Set, vehicle and props modelling on *Despicable Me 3*

### **Character Modeler** *Grid VFX*, Ghent, Belgium

*August 2014 – January 2016*. Character development on various animated features and TV series.

### **Character Modeler** *Nwave Digital*, Brussels, Belgium

*January 2014 – July 2014*. Character modeler on *Robinson Crusoe*.

### **Modeler** *Grid VFX*, Ghent, Belgium

*August 2012 – December 2013*. Environment and Props modeler on *Asterix and the Land of Gods*. Character modeling on several TV series projects.

### **Character Modeler** *Nwave Digital*, Brussels, Belgium

*May 2010 – July 2012*. Character modeler on *Sammy's Adventures 2* and *The House of Magic*.

### **Senior Developer** *Uvumi LLC*, Austin, Texas.

*February 2009 – November 2009*. Web and software development

### **Junior Developer** *Sprux LLC*, Eureka, CA.

*July 2006 – December 2008*. Web development

### **Freelance Character Modeler** *Blur Studio*, Venice, CA.

*September 2006 – August 2007*. Freelance character modeler.