

# 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*)

## ***PUBLICATIONS***

Featured Artist on ArtStation Magazine :

<https://magazine.artstation.com/2017/07/olivier-couston/>

Artist Story and tutorial on Allegorithmic's Blog :

<https://www.allegorithmic.com/blog/substance-painter-arnold-ultimate-guide-olivier-couston>

## ***WORK EXPERIENCE***

**Senior Character Artist** *Electronic Arts*, Vancouver, Canada  
*Since November 2017*. Real time character art on unannounced project.

**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.

## ***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