

XAVIER COTON

16420 Laura Way, Westminster, CA 92683
www.animatorxc.com

Phone: (714) 588-8530 Message: (714) 596-2318
xavier@animatorxc.com

EXPERIENCE

2008

SABOTEUR, In-game Animations - Pandemic (Technicolor Interactive)

*Character Animator

DARKSIDERS, Game Cinematics - THQ (Technicolor Interactive)

* Character Animator

BLITZ: THE LEAGUE 2, Pre-rendered Cinematics - Midway (Technicolor Interactive)

* Character Animator

* Mocap Clean up

GOOFY'S GARDEN, Game - Disney On-Line & Tuesday Entertainment (ShadedBox Animation)

* Character Animator

SED DE SABER, Informative Video Presentation - Retention Education (ShadedBox Animation)

* Character Animator

2007

DEMONS OF MERCY, Game Trailer – Maxum Games & Marvel Comics (ShadedBox Animation)

* Character Animator

* Mocap Clean up

BOOMTOWN, Internal Project Trailer (ShadedBox Animation)

* Character Animator

GRIDLOCK, Commercial – Air transport Association & Smart Skies (ShadedBox Animation)

* Character Animator

2006

SOCOM: FIRE TEAM BRAVO 2, Pre-rendered Cinematics – SCEA (ShadedBox Animation)

* Character Animator

* Mocap Clean up

RAMPAGE: TOTAL DESTRUCTION, Pre-rendered Cinematics – Midway (ShadedBox Animation)

* Character Animator

2005-2003

TWISTED METAL BLACK 2, RnD Pre-rendered Cinematic – SCEA (ShadedBox Animation)

* Character Animator

JOLLY BLAST, RnD Direct to DVD series – Jeffrey Eagle/Michael Bonner (ShadedBox Animation)

* Character Animator

COQUITA, TV pilot sequence – Disney TV (ShadedBox Animation)

* Character Animator

Can also perform various Maya generalist tasks such as modeling, UV map, texturing, and basic rigging supports.

SKILLS

| | |
|------------|--|
| Programs | Maya, Photoshop, Premiere, Adobe Audition, CTP Pro, 3d Studio Max, Character Studio, Motion Builder, Softimage XSI, Take 2 (Amiga), Pro Tools on Macintosh |
| Fine Arts | Drawing, Life Drawing, Illustration, Painting |
| Production | Traditional Animation, 3d Animation, Character Design, Storyboard |
| Languages | French & English |
| Work Auth. | United States and European Union |

EDUCATION

SANTA MONICA COLLEGE, Academy of Entertainment & Technology
* 3D Character Animation, Maya

SANTA ANA COLLEGE, Santa Ana, CA
* 3D Animation and Character Animation, 3D Studio Max & Character Studio

UNIVERSITY OF CALIFORNIA IRVINE EXTENSION, Irvine, CA
* 3D Animation and Character Animation, 3D Studio Max & Character Studio

ECOLE EMILE COHL, (Art School) Lyon, France
* Traditional Animation and Computer Graphics