

BRUNELLI ROMAIN – ANIMATOR 3D

PROFESSIONAL EXPERIENCE :

2014 / Today : 3D animator at Kylotonn entertainment (Paris). I work as main animator/ rigger in the company. So far, I've worked on these games :

- _ **Test Drive Unlimited Solar Crown** (in development)
- _ **WRC Generations** (PS5, XboX Series, Xbox One, PS4, PC)
- _ **WRC 10** (PS5, XboX Series, Xbox One, PS4, PC)
- _ **WRC 9** (PS5, XboX Series, Xbox One, PS4, PC)
- _ **WRC 8** (Xbox One, PS4, PC)
- _ **TT Isle of Man - Ride on the Edge 2** (Xbox One, PS4, PC)
- _ **WRC 7** (Xbox One, PS4, PC)
- _ **TT Isle of Man - Ride on the Edge** (Xbox One, PS4, PC)
- _ **Flatout 4** (Xbox One, PS4, PC)
- _ **WRC 6** (Xbox One, PS4, PC)
- _ **Syberia 3** (Xbox One, PS4, PC)
- _ **WRC 5** (Xbox 360, Xbox One, PS3, PS4, PC, PSVita)
- _ **Motorcycle Club** (Xbox 360, PS3, PS4, PC)

2009 / 2013 : 2D and 3D artist at Konami Mobile (Paris), I worked on the following games on IOs :

- _ **Alcatraz Breakout**
- _ **Laser Dance Robberies**
- _ **Pro Evolution Soccer Mobile 2010/11/12**

2005 / 2009 : 3D animator at Kylotonn entertainment (Paris). I worked on the following games :

- _ **The Cursed Crusade** (Xbox 360, PS3)
- _ **Little Folk of Faeries** (PC)
- _ **Cocoto Festival** (Wii)
- _ **Speed Ball 2 Tournament** (PC)
- _ **Kick Party** (Wii abandoned project)

FORMATIONS :

2013 : Formation on Maya at Gobelins school (Paris).

2002/2005 : Game formation at L.i.s.a.a. (Paris).

SKILLS :

Proeficient : 3DSMax, Motionbuilder, Photoshop

Knowledge : Zbrush, Illustrator, Maya

LANGUAGES : French, English.

HOBBIES : Drawing, Animation, VideoGames (action, adventure, retro), TV Shows, Music (metal, rock, electro...), Fighting Sports.