

Sören Briand
(Use name - They)

3D Animator - (junior)
3D Rigger - (middle)

Contact

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Experiences

Freelance 3D Animator

2022 - Today

Character animation and rig occasional
for

Ocellus (Rig)

Runes Studio (Animations/punctual rig)

2.21 Studio (Animation)

Illumination Mac Guff

2021 (7 Months)

Character rigger on «Mario» and
«Migration»

Histoverly

2019 - 2020

Character rigger and 3D animator on
Versaille, Arc et Senan, Meissen
projects

Illumination Mac Guff

2016 -2019 (3 years)

Trainee rigger (2016) on "Pets 2"
Character rigger on "The Grinch" and
"Minions 2"

Interests

Video game (RPG, Management Game)

Animated films (Princess Mononoké,
Arcane...)

Sport Bodybuilding - Full Contact Karate

Softs

3
MAX
3DSmax

M
AYA
Maya

Unity

Unreal

Formation

LISAA Paris

2015-2016

Master in 3D animation

Project : "Automne" (2016)

4 Festivale awards

Rig/3D animation

2012-2015

Bachelor's degree in video
games

Projects

- "Woodland Plague" (2014)

- "Beliefs" (2015)

Rig/3D animation

LISAA Rennes

2011-2012

General Preparatory Year in
Applied Art

Languages

French (Native)

English (Pro)

Spanish (Notions)

Soft Skills

Organized, Autonomous,
Creative, Detail-oriented

"Special attack": Hyperfocus