

JEAN-CHARLES GINGRAS

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Profile:

- Applied SCRUM method (sprint backlog, daily scrum, sprint retrospective, etc.) to workflow and was nominated scrum master.
- Proven skills with modeling and VFX in Maya and 3D Studio Max.
- Disciplined, goal-oriented, respected hard-worker who surpasses expectations and delivers on deadlines.
- Produces at an optimum level with unlimited capacity to learn new skills.
- Team player and the ability to work alone with minimal supervision.
- Bilingual

Computer Skills:

- Maya and 3D Studio Max
- Photoshop
- Shake/Combustion/After Effects
- Virtools
- Realflow

Work Experience:

- Video Game Tester 2009
Beenox
- Tested games on all consoles for various problems by paying close attention to quality, entertainment, sound, environment, challenge, and functionality.
 - Documented and reproduced bugs in an internal program.
- Internship at Frima Studios 2008
Frima Studios
- Modeled characters, environments, and props that were used in a game
 - Learned production techniques
- Telecommunications Technician 2007-2008
Vidéotron, Québec Canada
- Mastered services offered by Vidéotron (television, internet, telephony, wireless)
 - Provided technical to clients over the phone

Education:

- École Nationale En Divertissement Interactif 2008
Video Game Production
- Internship at Frima Studios
 - Produced a game based on customer's demands
- Toronto Film School 2005-2006
Computer Animation
- Completed Demo Reel for job
 - Acquired necessary skills to work in the 3D industry

References available upon request.