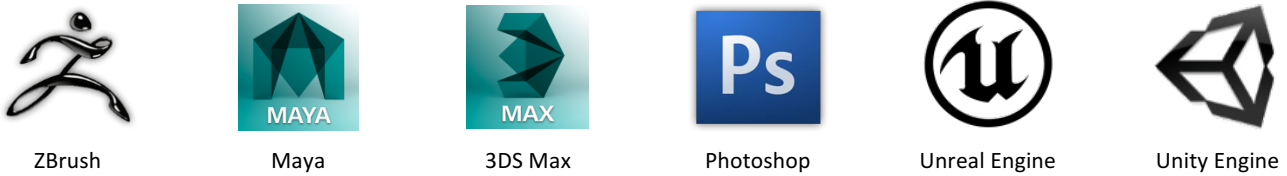


**Erwan DAVISSEAU**  
 1270, 41<sup>e</sup> avenue  
 Laval, Québec, H7R 4Y8, CANADA  
 514 - 575 - 5710

[www.davisseau.com](http://www.davisseau.com)  
[erwan@davisseau.com](mailto:erwan@davisseau.com)  
 French / English  
[Linkedin](#)

*I used to work in the Game Industry for 13 years (more than 15 projects including AAA franchises like Splinter Cell, Prince of Persia, Far Cry). In 2010, I decided to reorient my career to become a Professor (PhD in progress). This new opportunity gives me the time to produce and to share my experience with the new generation.*



- ▶ PhD in progress (Communication and Semiotics in Videogame)



- ▶ Master degree in 3D graphics for Video Games



- ▶ Certificate in 3D video game animation delivered by CFT Gobelins Art School (Paris, France)



- ▶ Graduate degree in Visual Arts



From October 2010 to present:  
 Professor at UQAT  
 In charge of the video game program development for artist profile  
 Teaching ZBrush, Maya, 3DSmax, Unreal Engine, Development Process, Creativity Technics



From July 2009 to October 2010:  
 Lead Artist  
 Title: Rango (Xbox360)  
 Studio: Artificial Mind and Movement (Montreal - Canada)  
 Client: Paramount  
 In charge of 13 Artists





From March 2008 to July 2009:  
 Lead Artist  
 Title: MySims Racing (Wii exclusive)  
 Studio: Artificial Mind and Movement (Montreal - Canada)  
 Client: Electronic Arts  
 In charge of 10 Artists + 3 Animators + 2 Illustrators



From November 2007 to March 2008:  
 Lead Artist  
 Title: Mercenaries 2 (PS2)  
 Studio: Artificial Mind and Movement (Montreal - Canada)  
 Client: Pandemic Studio (Electronic Arts)  
 In charge of 4 Artists and to train a new Lead Artist for Artificial Mind and Movement



From March 2007 to September 2007:  
 Lead Artist  
 Title: Power Rangers (PS2 / PC)  
 Studio: Artificial Mind and Movement (Montreal - Canada)  
 Client: Disney  
 In charge of 7 Artists + outsourced resources (Shanghai and Toronto)



From November 2005 To March 2007:  
 Lead Artist and Senior 3D Artist  
 Title: Farcry 2 NextGen (Xbox360 / PS3 / PC)  
 Studio: Ubisoft (Montreal - Canada)  
 In charge of 11 Artists



From February 2005 to November 2005:  
 Art Production Manager / Lead Artist (Pre-production, production, debug)  
 Title: Prince of Persia: The Two Thrones (NGC / PS2 / X-Box / PC)  
 Studio: Ubisoft (Montreal - Canada)  
 In charge of 35 Artists



From May 2004 to February 2005:  
 Senior Environment Artist | Art Team Lead  
 Title: Splinter Cell: Chaos Theory PS2 (NGC / PS2 / X-Box / PC)  
 Studio: Ubisoft (Montreal - Canada)  
 In charge of 12 artists



From February 2003 to March 2003:  
 3D Special Effects Artist  
 Title: Enter the Matrix (NGC / PS2 / X-Box / PC)  
 Studio: Shiny Interactive (Los Angeles - USA)



From July 1999 to August 1999 :  
 3D Environment Artist  
 Title: Alone in the Dark 4 (PS1 / PS2 / DC / PC)  
 Studio: DarkWorks (Paris - France)  
 Client: Infogrames



- From Sept 2007 to Nov 2007: Lead Artist - Title: The Spirit (Frank Miller) (Wii exclusive) - Studio: Artificial Mind and Movement (Montreal - Canada)
- March 2004: Consultant (3dsmax formation) - CFT Gobelins Animation and Art School (Annecy - France)
- From April 2003 to May 2004: 3D Environment Artist - Title: Iceman (NGC / PS2 / X-Box / PC) - Studio: Datura Studios (Co-founder - Lyon - France)
- From Oct 2002 to Jan 2003: 3D Character and 3D Environment Artist - Title: Gravity One (PC / PS2) - Studio: Kawaii (Lyon - France)
- From May 2001 to Sept 2002: Lead 3D Environment Artist - Title: Alone in the Dark 5 (X-Box / PC) - Studio: Infogrames (Lyon - France)
- From August 2000 to April 2001: 3D Artist - Title: La Femme Nikita (NGC / PS2) - Studio: Infogrames (Lyon - France)
- From Sept 1999 to July 2000: Co-founder and Lead Artist - Title: Multiplayer Project Paris 2492 (PC) - Studio: Coyote Entertainment (Paris - France)
- From Nov 1998 to June 1999: 3D Artist - Title: Time Machine (PC) - Studio: Cryo Interactive (Paris - France)