

R&D Engineer/Designer

(Software Development, 3D)



Kevin Sallée



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99 81 88 16 26 (cel)
99 82 52 38 80 (casa)

Programming

C++	<input type="text" value="5/5"/>
Java	<input type="text" value="4/5"/>
C	<input type="text" value="4/5"/>
OpenGL	<input type="text" value="3/5"/>
PHP/SQL	<input type="text" value="4/5"/>
Mel	<input type="text" value="5/5"/>
Tcl	<input type="text" value="4/5"/>
Python	<input type="text" value="2/5"/>
UML	<input type="text" value="3/5"/>

Graphics/Other

3dsmax	<input type="text" value="4/5"/>
maya	<input type="text" value="3/5"/>
Photoshop	<input type="text" value="4/5"/>
MotionBuilder	<input type="text" value="2/5"/>
ZBrush	<input type="text" value="2/5"/>
Final Cut	<input type="text" value="3/5"/>
Premiere	<input type="text" value="3/5"/>

Languages

English	<input type="text" value="5/5"/>
French	<input type="text" value="5/5"/>
Spanish	<input type="text" value="5/5"/>



Professional Experience

Attitude Studio *France* 2009

R&D engineer in a leading French 3D animation studio. Responsible of the evolution of the studio tools. Cross platform development, plugin development for Maya. Developed plugins and new features essentially for data and asset management for the different actors of the production pipeline.
Technologies : C++, TCL, MEL

The Bakery animation studio *France* 2008-2009

R&D developer in the user interface team of an ambitious young studio in R&D phase. Developed most of the core functionalities of the 3D animation application of the studio. The goal was to achieve an animation application as complete as commercial software, but more user-friendly.
Participated to the design of the application and the ergonomomy of the tools, like the curve editor.
Technologies : C++ and Qt (cross-platform)

Activ@mente *Mexico* 2007-2008

Junior artistic director at Activ@mente, one of the leading interactive marketing companies of Mexico.
Experience: Campaign brief, brainstorming techniques, brand and logo creation, banner briefs, storyboarding, etc...



Training

Creapole *Paris, France* 2006-2007

3D animation studies. Character design, 3D modelling, texturing and animation, storyboarding techniques, scriptwriting, art history, etc.

ENSIIE *Evry, France* 2001-2006

Graduate from ENSIIE (BS) a leading French engineering school in computer science for business and industry.
Like all the French engineering schools, a lot of theory, the main goal being to teach the students to be very adaptable to any problem or technology, and very effective in any domain.

Lycée Français *Santo Domingo, Dominican Republic* 2001

Scientific baccalaureate (Math option)