



GUILLAUME RAJAONA

CG ENVIRONMENT MODELING | GENERALIST



ABOUT ME

My name's Guillaume Rajaona. I'm from France. I was born in Champagne's region but it's the 3D that I chose. First, when I was young, I wanted to work in the cinema, or the video game. And later, I noticed the link there was between both...It was the 3D. Today, I'm 30 years old I am always passionate.

q and now, I have luck to live of my passion. In fact, I have participated on the great projects as Thor, Despicable Me 2 or Minions. I acquired experience in differents specialities. Now, I'm specializing me in environment modeling. But I can be open open up to other horizons.

And besides of that, I'm also doing my own projects to develop skills further and learn new softwares.

CONTACT ME

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📺 <https://vimeo.com/search?q=guillaume+rajaona>

🌐 <https://fr.linkedin.com/pub/guillaume-rajaona/22/9b7/79>

SOFTWARES



SKILLS

MODELING / UNWRAPPING / TEXTURING / SURFACING / LIGHTING / COMPOSITING

LANGUAGES : - French : native
- English : knowledges

HOBBIES



RESUME

EXPERIENCES

JUNE 2016

TEAMTO

Sets and props modeling on the Netflix's serie SKYLANDERS ACADEMY

NOV 2015 - APR 2016

ILLUMINATION MACGUFF

- Sets and props modeler in the department marketing, for the feature film, "The secret life of pets" and "Sing!". (short movies and promo clips)

SEPT 2013- JUL 2015

ILLUMINATION MACGUFF

- Sets and props modeler in the department marketing, for the feature film, "Minions" and "The secret life of pets" (short movies and promo clips)

DEC 2012- MAY 2013

ILLUMINATION MACGUFF

- Character modeling on the feature film " Minions"

JAN 2012- DEC 2012

ILLUMINATION MACGUFF

- Character modeling on the feature film " Despicable Me 2"

AUG 2011- NOV 2011

DELACAVE

- Lighter and compositor on the feature film "Cinderella 3D"

NOV 2010 - MARS 2011

BUF

- Render passes for the stereoscopic 3D and restore on the feature film "Thor"
- Restore, track, keying on the feature film "The darkest hour"

EDUCATION

2007- 2010

GEORGES MELIES SCHOOL (France)

3 years technical degree in Visual Effect and 3D animation. Modeling, compositing, SFX, rendering, lighting et rigging for the student short movie "SIROCCO"

2005- 2007

MJM GRAPGIC DESIGN (France)

Master's degree in videos games and 3D animation

2002- 2005

VAL DE MURIGNY HIGH SCHOOL (France)

Bachelor's degree in Electronic