Didier Donné
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EDUCATION

Bowling Green State University Bowling Green, Ohio	2001 – 2005	B.F.A. Digital Arts GPA: 3.5
Hogeschool Limburg (1 year) Diepenbeek, Belgium	2000 – 2001	Computer Science

SOFTWARE SKILLS

Maya	-	Animation, Rigging, Modeling
3D Studio MAX	-	Animation
Zbrush	-	Modeling, Texuring
Photoshop	-	Texturing, Painting
AfterEffects	-	Video editing, compositing
Programming	-	MEL, HTML, PHP, CSS, JavaScript, ActionScript

EXPERIENCE

2008 – 2009 Kuju America - Burlingame, California
I worked at Kuju as a Junior Animator. I was able to figure out the art and animation pipeline with the Technical Director. I also built entire presentations by modeling, texturing, rigging and animating them. I always went beyond my core duties and was in touch with other studios in the Kuju network to learn more about the game engine and the pipeline.

2007 – 2008 Neighborhood Tech Support - Belmont, California
As an independent computer technician I was in charge of maintaining my own customer base, booking my appointments and going onsite to ensure proper hardware & software configuration.

2004 – 2006 Office of Student Life - Bowling Green, Ohio
I managed and designed websites through a Rhythmyx Content Management System (cms). I also converted and re-organized every piece of data to this system during a six month project.

2004 Architectural Bureau Jaspers-Eyers - Hasselt, Belgium
I colored blue print images for presentational purposes of several buildings and prepared them for presentations. I experimented with architectural CAD models on my own by importing them into Maya and playing with lighting.

ADDITIONAL SKILLS

As a native Belgian my first language is Dutch. I speak and write fluently in English and I am also proficient in French and moderately proficient in German.

- References of representative work are available upon request or at www.didierdonne.com