

JEAN-FRANCOIS FORTIN

Object: Motivation letter for 3D Modeling / Level Artist application.

Montréal March 10, 2010

To Whom It May Concern,

After more than six years in the architecture field, followed by a course in 3D Modeling at the Ubisoft Campus, I had the opportunity to develop and expand my skills as a Set Designer on the motion picture movies, The Mummy III and The Factory. I am currently completing a one year contract as an Architectural Drafter / 3D Modeler at Cirque du Soleil. I would like to offer my abilities and services for consideration as a 3D Modeler / Level Artist in your company.

After years in the architecture field, I decided to focus my studies, interest and talent on a more adventurous and imaginative field: computer modelization. In addition to my strong academic work and my production background in architecture, my proficiency as 3D Modeler gives me a wider perspective, more complexity and an extra tool to illustrate my expertise as a designer.

As a fan of first person shooters and car simulations such as the Call of Duty series, Splinter Cell series and Need for Speed series, my main goal is to fully immerse myself in more realistic modelizations. In those games, I found that the realistic environments illustrate another level to the games and that is what I am striving for.

In addition to my work as a 3D Modeler, I am also a producer on KAO Production and Kinetik Productions. This segment of my life has given me the chance to work on different aspects of show production in collaboration with Gillett Intertement, Loto-Quebec and others. I have also had the opportunity to organize from inception to creation, the Kinetik Festival held at the Usine C that brought in over 2,400 people, making it the biggest of its genre in North America. I have directly supervised a team of 15 people to work on the different levels of production, from planning, to budget, to artist supervision, to subventions requests and direct site supervision on site during the festival.

It is natural for me to combine my architectural studies in search of new mediums to express myself in this domain with the help of computer modelization. With work experiences as a Set Designer, principally doing pre-visualization and animation with 3D Max, I want to continue utilizing these interesting tools to put my creativity into action. With the new search for extra realist environments in the next generation consol, I believe that my skills would greatly benefit your team to create interesting and fresh new games

Thank you for your consideration. I look forward to receiving your reply.



Jean-François Fortin : 514.668.6225 : jffortin@kao-production.com

Personal Portfolio*: <http://portfolio.kao-production.com/>



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Jean-François Fortin Gadoury

1278 MAISONNEUVE E, APP 4

MONTREAL, QC H2L 2A3

Cell phone: 514.668.6225 [voice mail]

email: jffortin@kao-production.com

Personal information:

- **Date of birth:** September 13, 1979
- **S.A.N:** Available Upon Request
- **Spoken and written languages:** French and English
- **References:** Available Upon Request

Studies:

- 2005 – 2006** • Computer game oriented 3D Modeling, Ubisoft Campus A.E.C.
- 2001** • Architecture, Montreal University (not finished) B.A.C.
- 1997 – 2000** • Architecture technician course, Cégep du Vieux Montréal D.E.C.
- 1991 – 1997** • High school diploma, Charles-Lemoyne College D.E.S.

Working experiences :

2009 - 2010 • **Architectural Technician / 3D Modeler, Corriveau Girard Architects**
preliminaries, conceptuels and technicals drawings elaboration. Construction methods and materials research. 3D Architectural drawings productions with Autocad and 3D Studio Max.

2007 - 2008 • **Architectural Technician / 3D Modeler, Cirque du Soleil**
Among other projects, I have worked on Saltimbanco, Quidam and Alegria. Drafting and planning of On Tour sets, drawings and 3D render for the pre-visualization of the new shows with the help of 3D Studio Max and AutoCAD.

2007 • **Set Designer on *The Factory Movie***
Conception of sets on the supervision of Martin Whist (The Island, Cloverfield). 3D modeling and animations of the sets for pre-visualization. 2D drawings with the 3D models for construction plans with the help of 3D Studio Max and Sketchup.

2007 • **Set Designer on *The Mummy III Movie***
Conception of sets on the supervision of Nigel Phelps (Transformer, Troy, Pearl Harbor). 3D modeling and animations of the sets for pre-visualization. 2D drawings with the 3D models for construction plans. Conception of different moving accessories and weapons for the movie.

2007 - ... • **Producer/Founder, Kinetik Productions (www.festival-kinetik.net)**
A Non-Profit Organization whose mission is dedicated to the promotion of international electronic artists in Montréal with a 3 day music festival held at l'Usine C in 2008 for its first edition, attracting one of the largest crowds in the venue's history. Coordinating every part of the production: booking, staff, equipments, sponsorship acquisitions, marketing, visas, and financial management.

2000 - ... • **Free lancer Graphic Artist and Web Designer (portfolio.kao-production.com)**
Preparation of different printed publications. Elaboration of web site for different corporate events.

2001 – 2005 • **Architect technician, *Fieldturf Inc* (www.fiedlturf.com)**
Worked on the upgrading of the presentation product. 2D and 3D drawing in collaboration with the Engineering Department for the presentation of different projects such as; Olympic Stadium of Montréal, Cincinnati Bengal's, Minnesota Twins, Detroit Lions and over 300 more organizations.

2000 - 2001 • **Architect technician, *Réal Paul Architecte*.**
Participation on the different stage of an architectural project, from conception to bid drawings. Implication on different middle and big size projects in commercial, public and institutional field

Summer 99/00 • **Architect Technician in architecture, *City of Montréal*.**
Worked on the elaboration of a new presentation layout for the city archives plans and updating existing plan.

- **Information Knowledge:**
 - 3D Studio Max 7 to 2009 (really good)
 - Photoshop CS (good)
 - Zbrush (base)
 - FarCry Editor (base)
 - Sketchup (base)
 - Autocad 2008 (really good)
 - Unreal Editor (base)
 - Perforce (base)
 - Corel Draw (good)
 - Dreamweaver (good)
 - Excellent capacity to learn new programs.

- **Artists Knowledge:**
 - Hand drawing of architectural concepts
 - Web design creation
 - Graphic creations for printed materials

- **Interests:**
 - Architecture and his history
 - Multi-medias creations
 - Computer games and there creations

- **Personal Achievements:**
 - Skydiving certification
 - Rock climbing certification

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