



SAMUEL COTE

3D MODELLER



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samuelcote.com

ABOUT ME

I am a digital and a traditional artist who seeks new challenges. I have always loved movies and delivering them on screen is one of my goal. I am very organized and I like to help my crew achieve the same level.

WORK EXPERIENCE

- **Key Environment Artist** 2017-2018
Moving-Picture Company - Montreal, Qc
Managing a crew of artists; Attending meetings; Evaluation of work;
Creation of complex assets.
- **Department Manager** 2014-2017
Moving-Picture Company - Montreal, Qc
Managing a crew of artists; Attending meetings; Evaluation of work;
Scheduling artist work.
- **3D Modeler** 2013
Digital Griffix - Montreal, Qc
3D Modeling a full body suit (from boots to helmet) for an exiting military soldier base model.
- **3D Modeler** 2012
Classics Animated - Montreal, Qc
3D Modeling characters and environment assets for a CG animated movie.

EDUCATION

- **Bachelor in Animation 3D and Synthetic Images** 2012-2015
NAD/UQAC - Montreal, Qc
- **DEC in Arts & Letters: Movie Profile** 2007-2008
Cégep Régional de Lanaudière à Joliette - Joliette, Qc

SKILLS

- **Adobe Suite CC 2018**
Photoshop, Illustrator, InDesign, Premier, After Effect, Dreamweaver
- **Autodesk Products 2018**
Maya 2018, Softimage 2015
- **The Foundry Products**
Modo, Nuke, Katana
- **SideFX Houdini 1.6**
- **Marvelous Designer**
- **Pixologic ZBrush R8**

INTERESTS

- Cinema, Photography, Traditional Sculpting, Gaming, RPG
- Teaching, Youtube Tutorials creation, Movie reviews