



# CAROLINE LAVILLE

## CHARACTER ANIMATOR

C.LAVILLE@HOTMAIL.COM

### ABOUT ME

Caroline Laville is a character animator from Switzerland. She learned the whole CG pipeline in Blender, refined her skills in Maya and took multiple courses and mentorships next to school to specialize in character animation. Caroline is a hard worker and fast learner and is always working on organizing fun events for her teammates. This organisation skills shows in her love for line production and time planing. Having work experience as motion graphics designer she knows how to handle responsibility and loves helping out for projects when it comes to compositing.

### SKILLS

MAYA

BLENDER

NUKE

AFTEREFFECTS

PHOTOSHOP

ZBRUSH

HOUDINI

HTML, CSS, C#

### CONTACT

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+41763483612

### TRAINING

#### LUMAA 2023

6 weeks summer course

Mentors: Michael Aerni, Lukas Niklaus, Nicole Ridgwell, Dan Nguyen, Ramon Arango, Noah Demirci, Yves Ruprecht

#### HOCHSCHULE LUZERN D&K (2020-2023)

Bachelor of Arts in Animation

#### LUMAA 2022

6 weeks summer course

Mentors: Michael Aerni, Lukas Niklaus, Nicole Ridgwell, Sean Sexton, Allison Rutland, Stephanie Parker

### PROJECTS

#### PORTFOLIO (2023)

6 Month of CG character animation portfolio work under the mentorship of Sean Sexton

#### OH NO (2023)

Line Producer, CG Character Animator

#### SUMMER RAIN (2023)

Line Producer, Compositing

#### FORZA REA (2023)

Compositing VizDev

### WORK EXPERIENCE

#### PIXCUBE AG (2021)

Character Animation Internship

#### ETH ZÜRICH (2019-2020)

Motion Graphics Designer

#### DISNEY RESEARCH (2018)

Internship

#### ETH ZÜRICH (2015-2019)

Apprenticeship as mediamatician