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DAVID ALIN

3D ANIMATOR

Education

- **Gobelins 3D characters animation (2017 - 2018)**
- LISAA 3D animation specialization (2012 - 2015)
- Degree in computer science and communication networks (2010 - 2012)
- High school diploma literature section (2010)

Professional experiences

- **Animation, Crowd, Main and Technical at Illumination Studios on Minions 2, Migration and Despicable Me 4 (2018 - 2025)**
- **Leadership of a small team handling the casting and rough layout of the crowd characters in the movies since Despicable Me 4 (2022 - 2025)**
- Character FX at Illumination Studios - Simulations, animations, fixes and retouches on cloth, hair, fur and props on Secret Life of Pets and Despicable Me 3 (2015 - 2017)
- Modeling internship at Dassault Systems - Modeling and texturing furniture in 3D (Habitat, Auchan, Tectona,...) for the application HomeByMe (2014)

Skills

Animation, Rigging, Modeling, CFX, Python and Mel
Maya, 3dsMax, Blender, Houdini, TvPaint

Hobbies

Cinema, Literature, Writing,
Hiking, Video Games

