

Killian André

3D Character Animator
Acting · Body Mechanics ·
Lipsync

CONTACT

killianali2001@gmail.com

+33 6 72 64 50 12

Paris, France

ONLINE

Demo Reel —
vimeo.com/1001713926

LinkedIn — [/in/killian-andré](https://in.linkedin.com/in/killian-andré)

AVAILABILITY

Open to studios worldwide

On-site · Hybrid · Remote

1 month notice

LANGUAGES

French Native

English C1

TECHNICAL SKILLS

Animation

Character animation, acting, body mechanics, lipsync, facial animation, two-character animation, pantomime.

Craft

Blocking, splining, polish, hand-keyed workflow, animation principles.

Software

Autodesk Maya · Unreal Engine 5 ·
Quixel Bridge · MetaHuman · Adobe
Photoshop · Premiere Pro.

ADDITIONAL

Driving license B (manual)

Born 7 June 2001

Profile

3D character animator and *Gobelins Annecy* graduate (class of 2025), focused on acting and character performance. Hand-keyed animation in Maya, with a craft built on the fundamentals: weight, timing, anticipation, and the silence between two lines of dialogue. Trained on the full character animation pipeline, including creature and quadruped work as *Gobelins* coursework.

Experience

3D Animation Intern at **Gorgo Project**

Aug — Sept 2023

Paris, France · On-site · 2 months

- Animated body mechanics shots in Maya for two client deliverables: a commercial spot and a game trailer sequence.
- Built a MetaHuman character in Unreal Engine 5 using Quixel Bridge, prepping it for the animation pipeline.
- Iterated on lead's notes through full review cycles, from blocking to polish.

Tools — Maya · Unreal Engine 5 · Quixel Bridge

3D Character Animation — **Personal & Academic Projects**

Sept 2024 — Present

Paris / Annecy

- Solo character animation: acting shots, two-character dialogue scenes, body mechanics exercises, lipsync studies.
- Output featured in the 2025 demo reel.

Tools — Maya, hand-keyed workflow

Education

Gobelins, l'École de l'Image — Annecy

Sept 2024 — June 2025

Character Animation

Body mechanics, acting, lipsync, creature and quadruped animation, two-character interaction, dialogue staging.

Paris Ynov Campus — Nanterre

Sept 2020 — June 2023

Bachelor's degree, 3D Animation & Video Games

3D animation, modeling, texturing, rigging, lighting, VFX, compositing.
Concept art and storyboarding.

Lycée Gustave Ferrié — Paris

Sept 2017 — June 2020

Vocational diploma + Baccalauréat, Audiovisual & Home Networks