



Hi, I'm Roman Guillanton !

I'm a french animator and artist with a passion for movies, video games, books and paintings. My passion for stories led me to learn 2d animation and is now driving me to learn how to create video games.

contact

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skills

2D anim : tvpaint
art : photoshop
video : after effects,
premiere pro
3D : 3dsMax, blender

interests

video games, movies,
books, paintings
the sea, the mountain, nature
in general, especially when it's
quiet
listening to/playing music

• .Assistant Animator

La Cchette studio, Paris .Feb-July 2021
I'm working as an assistant animator on a TV series by Gendy Tartakovsky

• .Freelance Animation

Paris .2020-2021
I storyboarded and animated several shots for an upcoming music video for french rapper Freeze Corleone

• .Freelance Character Design

MaliArts, Mexico city .2020
I created multiple character designs for a children tv series and a feature film project

• .Summer internship

MaliArts, Mexico city .2019
1 month internship at **MaliArts**, where I worked on a tv series trailer and visual development for a secret project.

• .Stribe Co creator

Petipa studio .2019
I made designs and animation for **Stribe**, an augmented reality card game. Initially a school project, the game went on to be a successful crowdfunding on Ulule, under the direction of **Remy Chanfreau**.

education

Atelier Supérieur d'Animation .2017-2020

Three years learning about traditional animation, visual development, storyboarding and film directing. Graduated summer 2020.