



ANTOINE GALLOUIN

STORYBOARD ARTIST | WRITER

CONTACT

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[Portfolio](#)

[LinkTree](#)

SKILLS

Hard Skills

- Writing - Storytelling - Dialog
- Storyboard - Cinematography
- Previs
- Animation 2D/3D
- Illustration
- Concept Art - Photobashing

Software

- Storyboard Pro
- Photoshop
- Procreate Dreams
- Maya
- Premiere/After Effects
- Blender
- Unreal Engine



Communication

- French - Native
- English - Fluent
- Teams - Zoom - Slack - Google Suite
- Shotgun

Soft Skills

- Organized
- Independent
- Time & Stress Management

CAREER SUMMARY

Previs Artist - Framestore

April 2023 to December 2024

- Previs, Postvis, Lighting on: **How To Train Your Dragon** and **Project Hailmary**
- Advanced knowledge of Unreal Engine's animation workflow on **HailMary**
- On set previsualisation
- Commercials

Storyboard Artist - Psyop

Freelance - July 2022 to March 2023

- Storyboard on: **Apex Legends** Launch Season Trailers - Season 16 - 17 Kill Code Shorts
- Beatboards on **Riot Lol Worlds Music Video 2023**

FORMATION

ECV Bordeaux

Master Degree 2018 - 2022

- CGI Animation | Specialisation in Storyboard
- Knowledge of all the production stages of Animated Films

PERSONAL PROJECTS

Writing a screenplay - Now

- Narrative stage
- Visual Development in parallel

CGI Short Film - L'Instant Suivant - 2022

- Director - Writer - Storyboard Artist
- Environment Design
- Animation - Edit

CGI Short Film - ZAP - 2020

- Solo Short Film Project