ELIE GAZEL	> Pythor > MAXScr > C# and > In-hou
TOOLS & PIPELINE DEVELOPER - TECHNICAL ARTIST	
<ul> <li>Montpellier, France</li> <li>Holder of a bachelor's degree in application design and development, as well as 5 years of experience in the video game and animation industry.</li> </ul>	> Animat: - Pipel - Refer > Game ec - Custo - Asset
I love learning new things, and have the ability to adapt quickly to new technologies to face new challenges.	> Handled - Migra > Automat
<pre>im /in/elie-gazel () www.gazel.net</pre>	<ul> <li>Arduit</li> <li>C++/Vuit</li> <li>Jenkins</li> </ul>

## **ECHNICAL SKILLS**

> Perforce VCS > GitHub/GitFlow

> 3DSMax/Maya > Unity/UE5

- ipt
- C++
- ise engine

## **KEY WORKS**

- ion pipelines
  - ine & tools dev for different teams
  - ent developer on a movie project

#### lition pipelines

- m scene edition environment
- creation and serialization
- 3ds Max 2015-2023 migration ited MAXScript/Python codebase
- ted photometry scanner no/Python/IoT camera
- lkan stamper development
- builds for tools CI/CD

### **PROFESSIONAL EXPERIENCES**

# SOFT SKILLS

> Problem solving

> Time management

> Multi-tasking

> Communication

> Adaptability

> Fast learning

> Resilience

- > Animation Tools & Pipeline Developer TAT Studio (Oct. 2024 - Current)
  - Principal python maya developer on Lovebirds (2026)Occasional work on various pipelines and projects:
    - - Falcon Express (2025)
      - Pil's Adventures series (2026)
- > Tools & Pipeline Developer, Tech Artist Wild Sheep Studio (2019 - 2023)
  - Unannounced project (Sept. 2021 Nov. 2023)
  - WiLD game (Aug. 2019 Aug. 2021)
  - Worked on the different export pipelines, user support
  - In charge of tools/pipes development and maintenance
  - Priorities management, constant re-evaluation, users needs handling

#### > Associate Technical Producer

- Wild Sheep Studio (Sept.2020 Jan.2021)
- Management of the production planning, internal communication - Supervised technical teams (priorities, meetings, info-sharing...)
  - **EDUCATION**

#### > 2019-2020

- Bachelor's degree in 'Application Design and Development' at EPSI Montpellier, with an internship at Wild Sheep Studio
- > 2017-2019
  - BTEC Higher National Diploma in 'IT Services to Organizations' Top of class at ESICAD Montpellier
- > 2009-2013
  - Scientific high-school diploma, with a biology speciality

### LANGUAGES

