

Karmen Bostanne
CG Character Animator

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Education/Training:

1983-1987- Graduated Highschool "Szinyei Merse Pal"
1993 - 4 month Animation course in Pannonia Filmstudio , Budapest

Production activity:

2008-present-3D Animator at Ubisoft Montreal

2007-2007 - Cinematic Animator for Halo 3.

2006-2007- 3D Animator at A2M Montreal.

2003-2005 - Black Hole Games , Budapest
- 3D animation in Armies of Exigo and Warhammer-Mark of Chaos.

2002-2003 -Toon Factory in Valencia ,Spain.
-"El Cid-the legend"(Filmax Animation):animation assistance.

2001-2002 - Les films de l'arlequin production
-"Les contes du cimetiere", animation, clean-up, inbetweens.

2000-2001- Firka film studio,Kecskemet,Hungary.
-"Journey to the Centre of the Earth
-"Sheeps" clean-up, inbetweens

1997-2000 -Exist studio ,Budapest
-"Princess and the Pea",effects clean-up, inbetween, character
rough inbetweening
-"Momie au pair" (les cartonneurs):character keys, inbetween.
-"Leo & Leo": clean-up, inbetweens..
-"Kapriolen": clean-up, inbetweens..

1993-1997 -Inbetweening in "The Seventh Brother" , inbetweening
and clean-up for Princess and the Pea (Swan animation) in
Pannonia Filmstudio

Software knowledge: Maya,Photoshop.