

FREDERIQUE GALLEN SCHAFFER

Contact: +971 52 785 3747 | **Email:** frederique7@earthlink.net

Web URL: www.polysnack.com | **Languages (fluent):** English, French, Italian

Nationality: French | **Valid Driving License:** USA, France, UAE

Linkedin: <https://ae.linkedin.com/in/frederiquegallenschafer>



DESIGNER, 3D VISUALISER, ART DIRECTOR

PROFESSIONAL SNAPSHOT

An accomplished Creative Designer, 3D Visualizer with over 20 years experience. A proactive manager with excellent communication and interpersonal skills to deliver design solutions that meet or exceed the requirements.

Skilled in all phases of creative work from concept design to production of environments, characters, architecture, props and graphics. Experienced in design management, visualization, coordination to support and complement the art and creative direction and integrate well with other project disciplines.

Earned a great reputation in the film visual effect production and Theme park industry. Proficient at developing and fabricating themed architecture, characters and decorative props based on knowledge of traditional art principles and digital design techniques utilizing 2D and 3D applications such as the Adobe creative suite, Maya and ZBrush, to create models, layouts, renderings, 3D printing and a whole spectrum of 3D visualization skills.

Always observant of production costs, allocation of resources, profitability and meeting deadlines. Paying close attention to project specifications and being adept at finding suitable contractors with the skills and technical resources required that can deliver within the budget and scheduling constraints. Capable of working effectively in corroborative environments by maintaining prompt communication, constructive dialog, creative guidance, team spirit, uncompromising integrity and positive work ethic.

OBJECTIVE

Seeking a senior design / creative management position focused on theme parks, entertainment, architecture, interactive experiences and visual simulation projects.

Key Skills

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|------------------------------------|--------------------------------------|----------------------------|
| ✓ Design | ✓ Art Direction | ✓ Management |
| ✓ 3D Molding/Texturing | ✓ Pre-visualization | ✓ Model Making |
| ✓ Graphics | ✓ Digital Media Design | ✓ Sculpting |
| ✓ Theme Parks | ✓ Architecture & Interiors | ✓ Maya/ ZBrush, Photoshop/ |
| ✓ Characters, Environments & Props | ✓ Film and Television Art Production | Illustrator SketchUp Etc. |

PROFESSIONAL SKILLS

- ✓ Blending creativity and innovative technological advancements showcasing powerful artistry and design proficiency in computer-generated imagery (CGI), texture creation, high level detail, lighting, Pre-vis and rendering.
- ✓ Master of creating 3D characters and environments for digital media and scenic themed production.
- ✓ Art directing the full process, articulating the client's visions and overseeing production. Prioritizing multiple projects while meeting strict deadlines.
- ✓ Maintaining production pipeline efficiency, compatibility and file conversion enabling contractors to excel in production quality of full scale final product.
- ✓ Keeping an interest and upgrading skills with cutting edge software technology.
- ✓ Possessing a foundation in traditional art and sculpting providing effective translation of references and concepts into 3D with accuracy of proportions and color.

KEY ACHIEVEMENTS

VR SYSTEM TRAINING

Holovis (England) from Sept 2017 to January 2018

DESIGNER/ 3D VISUALISER/ MANAGER

Dubai Parks and Resort (Dubai) from Mar 2015 to Jan 2017

- Creative manager for Bollywood and Motion Gate Dubai Parks.
- Compiling 3D files from different software and modifying them building work solutions for the contractor, allowing detailed parts to be fabricated, to utilize it effectively producing some of the pieces, allowing the possibility of last minute changes.
- Supervising the 3D files preparing it in a certain way to be distributed to contractors.
- Responsible for creation, design development applying 3D MAYA concept rendering murals, media elements of assigned attractions, ride vehicles, shows and environmental design projects, Signage, Entrances, Interior layouts.
- Accountable for IP accuracy and development of the DreamWorks characters.
- Establishing 3D Pre-Vis and design for the attractions.
- Coordinating with contractors to ensure construction is accomplishable.
- Designed the Raj Mahal theatre-stage layout, planning lighting arrangements, inspecting material quality and operating within the show budget.
- Overseeing the construction on site by supervising and documenting information on window elements.

DESIGNER

Irms (Singapore) from Feb 2014 to Nov 2014

Park wide Rock Work Design. Park for Kuala Lumpur (Fox/ Genting group).

DESIGNER

3rd PLANET, (Singapore) from Mar 2011 to Sep 2014

A start-up Project that comprised of providing 3D simulations of the world heritage UNESCO sights online.

Modeled a pre-vis virtual layout of the Masjid Sultan mosque (Singapore), exploring photographing and recording its whole look.

Generated marketing clientele involving travel agencies and airlines for an online meet-up.

3D VISUALISER FOR FILM PRODUCTIONS (Los Angeles) from 2004 to 2010

“Piranhas 3D” (Flat earth production, Los Angeles)

- 3D Modeling and texturing of piranhas, creating fish scars.

“Alice in Wonderland” (Cafe FX, Santa Maria)

- 3D modeling and painting of the burnt village and reconstructed village.

“Percy Jackson & the Olympians “The Lightning Thief” (Pixomondo, LA)

- 3D modeling of the character gargoyles standing on the castle.

“Night at the Museum II” Character (Café FX, Santa Maria)

- 3D modeling and texturing of paintings hanging on the museum wall.

“The Wizarding World of Harry Potter” (Universal Studios)

- Painting the castle and adding foliage and vegetation.

“Pirates of the Caribbean’s: Dead Man’s Chest, The Fast and Furious: Tokyo Drift

X-Men: The Last Stand, Poseidon, We are Marshall, Ocean 13.”(CIS Hollywood, LA)

- 3D construction of props, sets, weapons and bank vault.

DESIGNER/SCULPTOR FOR FILMS; from 1984 to 2003

Team America, Los Angeles, CA

- Sculpting of architectural pieces.

Planet of the Apes, Los Angeles, CA

- Designing armor, utensils, and enhancements of the costumes for particular feature shots.

Cliffhanger, Los Angeles, CA

- Sculpting of scenic landscapes for the background of the helicopter shots.

Grand Canyon, Los Angeles, CA

- Design of exterior scenic displays.

Back to the future, I.L.M San Francisco, CA

- Sculpting of components of the “DeLorean DMC-12”
- Creating 5’ articulated angel wings for promotional use.

Captain EO, Los Angeles, CA

- Creating Robot suits for the 3D Michael Jackson video (Coppola, Lucas prod.)

Conan the Barbarian, Los Angeles, CA

- Sculpting of the creature “Dagoth” for Carlo Rambaldi (Dino de Laurentiis prod.)

Dune, Mexico, Cherrabusco

- Soft foam sculpting still suits creation of “The Fremens” (Don Post prod.)

DESIGNER/ SCULPTOR FOR ARCHITECTURE, THEME PARKS AND MUSEUMS

- **Walt Disney Imagineering, Los Angeles, CA**
- Designing and Sculpting of numerous Disney characters and architectural environments for Tokyo Disney Seas, Disneyworld and Euro Disney.
- **Applied Minds, Los Angeles, CA**
- Interior designing for government high-tech command and surveillance facilities.
- **Hiro Yamagata, Los Angeles, CA**
- Sculpting fine art pieces for gallery market and building prototype classic luxury automobiles.
- **Stedelijk Museum of Modern Art of Amsterdam, Los Angeles, CA**
- Sculpting bas-relief for the entrance of the Contemporary Art Museum in Amsterdam.
- **Scenery West, Los Angeles, CA**
- Sculpting of 20’ high classical roman figures for the Monte Carlo Hotel/Casino Las Vegas.
- **Stephane Benhalou Productions, Paris, France**
- Sculpting classic Disney characters for a promotional campaign at La Defense in Paris France.
- **Landmark Entertainment, Los Angeles, CA**
- Modeling fantasy interior design miniatures for San Rio Theme Park in Japan.
- **Art and technology, Los Angeles, CA.**
- Sculpting of a large topographic map for The Museum of Albuquerque.

EDUCATIONAL QUALIFICATIONS

BAC A5: France (Paris).

L'Ensaama: Paris, France, National School of Advanced Fine Art and Design.

Dhima: DH Institute of Media Arts, certificate program in 3D Computer Graphics, Los Angeles.

Courses at Gnomon School of Visual Effects: Computer Graphics.

SOFTWARE SKILLS

3D: Maya, BodyPaint3D, Z Brush, Sketch-up, familiar with 3D Studio Max.

2D: Adobe Suite - Photoshop, Illustrator,

Other: MS Word, Quicken, Microsoft Office.