Sarah MAIGROT

Senior 3D Gameplay Animator



Bordeaux, France

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SKILL

Hard Skills - Animation:

- Keyframe
- Motion Capture
- Animation integration
- Rigging / Skinning

Soft Skills:

- Mentoring
- Sharing knowledge

Softwares:

- Maya
- MotionBuilder
- 3DS Max
- Unreal
- Anvil
- Unity

Languages:

- French Native
- English Fluent

EDUCATION

2012 - 2015

CREAJEUX

Video Game School

Majored in precalculated

2012

Baccalaureat S Highschool Diploma

Majored in Sciences with merit

SOCIAL

- im linkedin.com/in/sarahmaigrot
- instagram.com/sarah_maigrot/

EXPERIENCE

3D animator | Starbreeze | From 2024 - 2025

Working on:

Project 'Baxter'

- Animated semi-realistic keyframe combat animations for the player
- Helped the lead animator define animation needs (costs, naming convention, etc.)

3D animator Freelance | From 2023 - 2024

Worked on:

Wartales Trailer - Deceit 2

Animated humanoids using both keyframe and motion capture

3D animator | Ubisoft Bordeaux | From 2019 - 2022 Worked on:

Assassin's Creed Mirage - Assassin's Creed Valhalla Ghost Recon Breakpoint

- Animated fight player character ability and boss fight moves
- Integrated gameplay animations and cameras in the engine
- Participated in motion capture sessions remotely
- Supported the lead animator by estimating animation costs
- Helped onboard and mentor new team members

3D animator | Splash Damage | From 2017 - 2018 Worked on:

Gears Tactics (Gears franchise)

- Animated bipedal and creature rigs using motion capture and keyframe
- Directed actors during motion capture session

Trainer | Creajeux | November 2016

Worked on:

3D Animation Education

Taught 3D animation principles to new students (1-month course).

3D animator | Hanakai Studio | From 2015 - 2016 Worked on:

Prodigy Tactics

Animated bipedal, quadrupedal, and winged characters using keyframe

INTEREST

Craft: Videogame:

Costumes and Crafts Elden Ring, Zelda, Tetris, Doom

Tabletop Roleplay: Music:

Donjons and Dragons Folk, Metal, Orchestral, Synth