

SOFTWARE SKILLS

FLORIAN ANGOUJARD

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English Version

« We keep moving forward, opening new doors, and doing new things,-
because we're curious and curiosity keeps leading us down new paths. »

Walt Elias DISNEY

PYROPLOSE

VIRTUAL SHOW DESIGNER

La plupart des productions sont présentées sous le nom de PYROPLOSE Inc. Il s'agit du nom de mon projet, surnom professionnel à mes activités.

Ainsi, vous retrouverez mes créations liées au monde du divertissement sous ce nom et selon les canaux de distributions suivants :

Site Internet : www.pyroplose.com

Instagram : [@pyroplose.inc](https://www.instagram.com/pyroplose.inc)

TikTok : [@pyroplose_inc](https://www.tiktok.com/@pyroplose_inc)

YouTube : [@PYROPLOSE Inc.](https://www.youtube.com/@PYROPLOSE_Inc)

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Most of the productions are presented under the name of PYROPLOSE Inc. This is the name of my project, professional nickname for my activities.

You will find my creations related to the world of entertainment under this name and through the following distribution channels:

Website: www.pyroplose.com

Instagram: [@pyroplose.inc](https://www.instagram.com/pyroplose.inc)

TikTok: [@pyroplose_inc](https://www.tiktok.com/@pyroplose_inc)

YouTube: [@PYROPLOSE Inc.](https://www.youtube.com/@PYROPLOSE_Inc)

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PORTRAIT

Passionate about cinema and new technologies, I found in the field of entertainment and in theme parks this meeting which creates vectors of emotions.

Start from the raw idea, study the narration, go through its preview by 3D animation, decide on its technical possibilities, and explore the emotions that emanate from this concept, it is this mixture that allows to obtain this step between technology and the smile of the visitor.

I am currently 23 years old and in the long term, I have the project to do research and development for these environments which must always make the new technologies, magic.



My inspirations and artistic references :

Cinema:

Favorite movie: The Imitation Game
 Favorite director: Christopher Nolan
 Favorite photograph : Hoyte Van Hoytema
 Favorite editor: Lee Smith
 Favorite composer: Alexandre Desplat
 Favorite screenwriter: Jonathan Nolan
 Favorite Concept Artist: Doug Chiang
 Favorite VFX Supervisor: Robert Legato

TV Series:

Favorite TV Show : Scandal
 Favorite Documentary series : The Imagineers

Music:

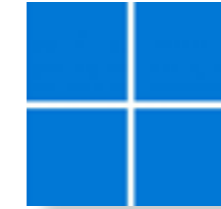
Favorite Group : Depeche Mode
 Favorite Song : Everybody Want to Rule the World
 Favorite Live Performer : Bruce Springsteen

Literature:

Favorite novel: La Disparition de Josef Mengele - Olivier Guez
 Favorite biography: Becoming Steve Jobs - Brent Schlender & Rick Tetzeli
 Favorite documentary book: The Art Of Star Wars Galaxy's Edge - Amy Ratcliffe & Scott Trowbridge

◁ Inside my home workshop. A place where magic come true.

O.S. EXPERIENCE



WINDOWS OS

Put on a computer at the age of 5 equipped with a Windows operating system.

Main work environment.

Number of hours: since I was 5 years old. (8-9 hours per day & self assembly and setting up of Windows Computers).



MAC OS

Main introduction to the apple environment with the Ipad.

A few hours spent on the Adobe Suite through my studies and my internship from Mac OS.

Audidact introduction to Swift coding language during work breaks.

Number of hours: 30 hours



UBUNTU OS

Self-taught skills related to coding and user interface creation.

Many use in my personal projects.

Number of hours: 40 hours.



RASPBIAN OS

Environment known in autodidact by the various creations in connection with my projects of research and development of new technologies of entertainment.

Number of hours: 80 hours.



ARDUINO

Preponderant use in the context of my personal projects, generally coupled with the use of a pairing Arduino/Raspberry.

Audidact skills.

Number of hours: 100 hours.



TRUE NAS

Use as part of the construction of a professional internet network at home.

Storage server operating system.

Audidact skills.

Number of hours: 10 hours



UNRAID

Use as part of the construction of a professional internet network at home.

VM server operating system.

Audidact skills.

Number of hours: 5 hours.

CAD SOFTWARE EXPERIENCE



CATIA V5

Skills during studies in Toulouse in *Aerospace Techniques*.

Knowledge of virtual workshops: Part Design, Assembly Design, Drafting, Weld Design, Human Activity Analysis, Sheet Metal Production, STL Export & Generative Shape Design.

Since my years in Toulouse, I use it when designing my projects.

Number of hours: 800 hours.



SOLIDWORKS

Some parts modeled on this software.

Audidact skills.

Number of hours: 40 hours



SKETCHUP

First 3D design software used.

Simple 3D models are designed on this software.

Audidact skills.

Number of hours: +1000 hours since 2012.



CREALITY SLICER

3D printing software. All the parts are created on Catia then exported in STL format to be printed via CREALITY SLICER.

Familiarity with printer settings.

Audidact skills.

Number of hours: 20 hours.

3D SOFTWARE EXPERIENCE



CINEMA 4D

Mastered use of the modeling and animation workshop. Knowledge in photorealism textures.

All of the preview videos of the technologies invented and created come from a 3D C4D rendering. Audidact skills.

Number of hours: +300 hours.



MAYA

Self-taught modeling on this software through the creation of an animated character.

Audidact skills.

Number of hours: 20 hours



BLENDER

Modeling of a building, work on textures. Use of the VR Module with Steam VR and an Oculus headset for immersive viewing of the 3D model.

Number of hours: 50 hours.

VIDEO SOFTWARE EXPERIENCE



ADOBE PREMIERE PRO

Great use in PYROPLOSE videos of virtual shows.

I know how to use the software to edit an immersive 360° video for VR headset, and to mix a soundtrack in 5.1.

Audidact skills and validation of skills with my studies.

Number of hours: +200 hours.



ADOBE AFTER EFFECT

Software used for title or vector layer animation.

Great use for the project with Planète Sauvage, for the Motion Capture and the animation of my characters.

Audidact skills and validation of skills with my studies.

Number of hours: 100 hours



DA VINCI RESOLVE

Software used for his colorimetry module.

Audidact skills.

Number of hours: 30 hours.



AVID

Introduction to software for live video production skills.

Number of hours: 10 hours.

GRAPHICS EXPERIENCE



ADOBE ILLUSTRATOR

Software for vector graphics and additional technical drawings. Great use of the software during the internship at Planète Sauvage.

Validation of skills with my studies.

Number of hours: 100 hours.



ADOBE INDESIGN

Graphic document editing software. Great use of the software during my studies.

Validation of skills with my studies.

Number of hours: 80 hours



ADOBE PHOTOSHOP

Software for preparing graphic documents. Resizing, modification of characteristics and photomontage.

Audidact skills and validation of skills with my studies.

Number of hours: 150 hours.



ADOBE XD

Software used in my studies for the prototyping of user interfaces.

Validation of skills with my studies.

Number of hours: 30 hours.

CODING EXPERIENCE



VISUAL STUDIO CODE

Coding software used for research and development projects of new entertainment technologies.

Audidact skills and Validation of skills with my studies.

Number of hours: 150 hours.



ANDROID STUDIO

Coding software used for the application project with the animal park Planète Sauvage.

Audidact skills.

Number of hours: 70 hours



ECLIPSE IDE JAVA

Coding software used for learning Java Language with the application project with the animal park Planète Sauvage.

Audidact skills.

Number of hours: 20 hours.



ARDUINO IDE

Preponderant use in the context of my personal projects, generally coupled with the use of a pairing Arduino/Raspberry.

Audidact skills.

Number of hours: 100 hours.

CMS EXPERIENCE



WORDPRESS

Website creation platform used as part of my studies and in the creation of the PYROPLOSE website.

Audidact skills and validation of skills with my studies.

Number of hours: 100 hours.



WIX

Website creation platform used for the creation of the first version of the PYROPLOSE website.

Audidact skills.

Number of hours: 30 hours

OFFICE SOFTWARE EXPERIENCE



WORD

Use of this software for simple text writing. Use of style functions for summary creation.

Number of hours: since I was 5 years old. (8-9 hours per day & self assembly and setting up of Windows Computers).



POWERPOINT

Use of this software for simple presentation creation.

Number of hours: since I was 5 years old. (8-9 hours per day & self assembly and setting up of Windows Computers).



EXCEL

Use of this software for simple creation of spreadsheets, edition of mini databases.

Number of hours: since I was 5 years old. (8-9 hours per day & self assembly and setting up of Windows Computers).



OUTLOOK

Use for managing mail, contacts, the calendar and tasks.

Number of hours: since I was 5 years old. (8-9 hours per day & self assembly and setting up of Windows Computers).

CONTACT

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PYROPLOUSE

VIRTUAL SHOW DESIGNER

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Portfolio - Florian ANGOUJARD

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