

# CLÉMENT LAPKA

## 3D CHARACTER ANIMATOR – FEATURE FILM & GAME

### CONTACT

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Montréal, QC, Canada

### SKILLS

**French - English - Spanish**

**Character Animation**

Animation Pipeline Development

Character Rigging & Skinning

Maya, Blender, 3DS Max

Unreal Engine, Unity

Asset Integration in Game Engines

Workflow Optimization

Team Collaboration

Problem-Solving & Adaptability

Leadership

Project Management

### EDUCATION

**Lupin House**

12-Week Mentorships

Montréal, Québec

**Bachelor's in 3D Animation and**

**Digital Special Effects**

LISAA School | Paris, France

### PROFESSIONAL EXPERIENCE

**3D Character Animator**

**May 2025 - Nov 2025**

**“PAW Patrol : The Dino Movie”**

Animation Studio : Mikros Animation | Montréal, Québec

<https://www.mikrosanimation.com/>

- Brought a complex scene to life with 11 characters and a vehicle in one shot, balancing solid body mechanics, expressive acting, and lip-sync simultaneously.
- Animated realistic T-Rex and Triceratops performances, from heavy stomps to grounded, believable poses.
- Consistently delivered high-quality, feature-level animation under tight deadlines, maintaining polish and performance integrity.
- Contributed to a globally released AAA animated feature film
- Used ShotGrid daily to track feedback and notes.
- Collaborated closely with leads and supervisors to stay on-model and really push the authenticity of each performance.

**3D Character Animator**

**Nov 2022 - Jan 2023**

Animation Studio : Monsieur K | Paris, France

<https://studio-monsieurk.fr>

- Created animations in 3DS Max for the game **ARROWDASH VR**.
- Researched, sketched, and conceptualized animation references to enhance visual storytelling.
- Worked with Unreal Engine specialists to refine animation-export workflows, reducing compatibility issues.
- Communicated artistic vision and animation intent.

**3D Character Animator – R&D Assistant**

**July 2022 - Aug 2022**

Animation Studio : Les Films du Garage | Paris, France

<https://lesfilmsdugarage.fr>

- Developed an optimized production workflow using Blender and Unreal Engine.
- Created and refined keyframe and motion capture animations.
- Designed and rigged two character rigs in Blender.

**Director – Animated Short Film UNDERMIND**

**Mar 2021 - July 2022**

LISAA School | Paris, France

**Project Goal : Produce a 3-minute animated short film within 18 months.**

<https://www.youtube.com/watch?v=bfCxoHxH1OI>

- Led a team of 5 artists to complete a 3-minute animated short film in 18 months.
- Oversaw all aspects of rigging and animation, ensuring a cohesive visual style.
- Designed and animated characters, props, and environments.
- Established and optimized the short film's workflow for efficient production.

**References available upon request.**

- Designed & delivered over 100+ SVG icons aligned with French official military standards, ensuring high usability and clarity.
- Optimized assets for multi-platform integration, reducing load times.
- Collaborated with development teams to integrate assets into the UI.
- Developed a CSS/JS-based icon customization system, enabling faster and more dynamic updates.

## ADDITIONAL EXPERIENCE

**Sales Associate**  
*O Petit Paris | Montréal, Québec*

**Apr 2024 - May 2025**

- Managed and fulfilled between 20 to 45 high-value orders daily, ensuring efficiency and accuracy under high-pressure environments.
- Provided tailored product recommendations, enhancing client satisfaction and reinforcing brand reputation among luxury clients, embassies, and fine-dining establishments.
- Ensured strict compliance with food safety and quality control standards, maintaining a 100% compliance rate with industry regulations.
- Developed strong problem-solving skills, swiftly resolving last-minute order changes and handling VIP client expectations.

**Team Lead**  
*Première Moisson | Montréal*

**Apr 2023 - Oct 2023**

- Managed and motivated a 15-person team.
- Acted as the primary liaison between frontline staff and production teams, ensuring seamless coordination and rapid issue resolution.
- Liaised with production teams to ensure efficient workflow.
- Tracked and reported sales for each department.
- Conducted inventory checks and managed stock levels.
- Handled cash flow, organized registers, and balanced daily transactions.

## VOLUNTEERING EXPERIENCE

**Civic Service Volunteer**  
*Association : La Tribu d'Essence | Auxerre*

**Jan 2019 - July 2019**

- Collaborated with the director on multiple theater projects, assisting in staging, storytelling, and visual composition.
- Facilitated creative expression through theater workshops, helping individuals from diverse backgrounds develop confidence and storytelling skills.
- Designed and facilitated theater workshops, using body language, expression, and movement to enhance storytelling and character development.
- Supervised and structured extracurricular activities, ensuring inclusive and engaging creative experiences for newcomers.