

Jean Claude de La Ronde

Storyboard Artist JC - Preproduction Illustration Service - Story Development for Feature Films, Games and Advertising.

storyboardartistjc@gmail.com

Summary

Having worked in the travel and tourism industry for 3 years and another 8 years prior to that as a security guard. I have obtained a sense of responsibilities and a work ethic on which communication, interpersonal skills and customer service were put in practice for the past 13 years. Furthermore, over the years I have developed a passion for the movie industry especially at the preproduction stage. In addition to my excellent communication and interpersonal skills, my key strengths include the ability to adapt and quickly learn in any situation. I have the skills and the knowledge to draw sequential art, key shots and dynamic storyboards for live action films and TV series. I also enjoy helping out my fellow colleagues and be a team player. At the same time, I can work well independently. As a highly motivated and driven individual, I'm a thriving artist and "Artrepreneur" who wants to work full time as a Storyboard Artist in the film, TV and video game industry. Specialties: Languages: Speak and write fluently both French and English. Computer Skills: Mac OS X, Windows Vista, Internet Explorer, Safari, Firefox, Google Chrome, IMovie, IWorks, IWeb, IPhoto, Keynote, Pages, Scrivener, Scapple, Microsoft Office, Photoshop CS6, Corel Painter X3, Autodesk Sketchbook Pro, Manga Studio 5, Toon Boom Storyboard Pro, Wacom Cintiq Graphic Tablets. Traditional Art Media: Pen and Ink, Pen and Paper, Art Markers. Storyboards, Sequential Art, Visual Storytelling and Narrative, Comic Book Penciling, Concept Art

Experience

Star Wars Fan Film "Threads Of Destiny 2" at Tirzitis Entertainment

January 2016 - Present (2 months)

Film Director Rasmus Tirzitis has asked me to create storyboard and animatic contents for a Star Wars Fan Film sequel to the "Threads Of Destiny" movie.

CEO / Storyboard Artist JC at Storyboard Artist JC

June 2013 - Present (2 years 9 months)

Pre-Production Visual and Story Development in Feature Films, Games and Advertising. Storyboards - Concept Art Eega National Film Award March 2013 The Telegu Film "Eega" on which I did the storyboards won two 2013 National Film Awards which are respectfully: for best and outstanding visual effects and, one for best film for local region in India.

ATROPA at Corridor Productions

January 2016 - February 2016 (2 months)

Film Director, Eli Sasich contacted me again in order to help him out with storyboards for his project "ATROPA". I did storyboards for Episode 2 and 3.

Storyboard Artist at TURBINE Studio

June 2015 - July 2015 (2 months)

I created several storyboards for one of their top project for this year. The purpose of the storyboards were to show the different stages of interactivity from the public's point of view in regards to this highly interactive show involving special FX, lighting and various artists performing on stage.

Storyboard Artist at Mr. Pon Arun Kumar

May 2015 - June 2015 (2 months)

Illustrated visual narrative storyboards for a movie script for Mr. Pon Arun Kumar.

Storyboard Artist at G SHARP PRODUCTIONS & CGL STUDIOS

January 2015 - January 2015 (1 month)

I storyboarded a sequence for Mr. Wyatt Cagle 's independent short film "The Example". The short film was directed by C. Wyatt and was written by Gordon S. Williams. The project was produced by Kenneth Dupuis, Cagle, and Williams.

Storyboard Artist at Worlds Collide

January 2015 - January 2015 (1 month)

Making Animatics and storyboards for a (fanfilm) web base live action series called "Worlds Collide".

Storyboard Artist at New Bell Records Inc.

June 2014 - October 2014 (5 months)

Drawing storyboards for a short movie directed by Raoul Lebon Tonye

Storyboard Artist at FOLKS VFX

June 2014 - June 2014 (1 month)

Did storyboards for an American Sci-Fi tv show.

Storyboard Artist at Corridor Productions

June 2014 - June 2014 (1 month)

Eli Sasich the film director contacted me in order to help him out with his short sci-fi film. I storyboarded a space sequence where a a spaceship is boarding a lost vessel "Atropa". I also did the last scene where the vessel enters into a collision with its self, another vessel just like it with the same name.

Storyboard Artist at À La Carte Média

May 2014 - May 2014 (1 month)

Creating storyboards for a TV commercial. I had to storyboard a Character's animation sequences explaining to the viewers a "Tutorial" on how to access and operate a self service cell phone Kiosk/ATM machine.

Storyboard Artist at Film Director Mr. Omer El Dini

May 2014 - May 2014 (1 month)

I had to storyboard a sequence of a Truck vs Car driving on road and managing their road rage towards one another. The Title was "People Gossip".

Storyboard Artist at Crazy Love Productions Inc.

April 2014 - May 2014 (2 months)

I storyboarded 150 boards on a co-production Quebec/Denmark film. The film Director is Mr. Niels Norlov Hansen. The title of the film in english translated from Danish is "My Sister's Kids and The Gold Diggers".

Concept Artist at Marc Joly-Corcoran

February 2014 - February 2014 (1 month)

Created concept art for Mr. Corcoran's sci-fi project Seldon-X.

Storyboard Artist at Modus FX

October 2013 - December 2013 (3 months)

I illustrated sequential drawings and animatics depicting technical animations for the tv show "Striping The City" season 2. The storyboards/animatics were then given to 3D animators for them to start animating the necessary elements within the shots.

Concept Artist at AXTELERA-RAY

April 2013 - September 2013 (6 months)

Involved in the Axtelera Ray The Rise of Astrone. A series of 6 Novels soon to be hitting our world with full of magic and high impact adventures! <https://www.facebook.com/AxteleraRay> uk.linkedin.com/in/axteleraray/ "Axtelera-Ray" is a series of six fantasy novels founded by Alroy Jovi and illustrated by modern authors. The book series takes its readers through an exciting journey filled with adventure and exhilaration. It was way back in the year 2005, when Alroy first founded this character and named it Axtelera Ray. However it took four long years for Alroy to transform his thoughts and ideas related with his very character into an ounce of reality. It was in the year 2009 when he first introduced his character to the world outside. The AXTELERA RAY story, still partially complete, was released for radios, televisions, stage audiences and theatres. Although the central theme of the story revolves around numerous traditional Christian themes, the series also borrows characters and ideas from Greek, Roman and Indian mythology, as well as from traditional British and Irish fairy tales

Storyboard Artist at Shinra Productions Ltd.

May 2013 - August 2013 (4 months)

I worked on a live action Final Fantasy VII project involving Team2X from Toronto, Canada and a worldwide collaboration of over 30 individuals. We were looking to start principal photography in Toronto and to hopefully bring these episodes to the web in 2014. The project was shut down.

Freelance Video Editing at MMP PROFESSIONAL PHOTOGRAPHER

February 2013 - February 2013 (1 month)

Professional Photographer Maxime Maheu contacted me in order to make a promotional video presentation for his company MMP. We got together to shoot several video footage and started to upload all the necessary footage into Adobe After Effects CS5. We rendered out the final footage and we were successful to present this promotional video at an official local event presenting Mr. Maheu's professional photography services.

Storyboard Artist at REZ CREATIVE LABS

December 2012 - December 2012 (1 month)

I was asked to do a sequence of storyboards for an upcoming video game from UBISOFT called "WATCH_DOGS". REZ CREATIVE LABS were making a trailer for the game and they needed me to do this sequence asap! It was a RUSH job and I'm happy to say that I delivered the sequence way before the deadline.

Storyboard Artist at LDW Entertainment

November 2012 - November 2012 (1 month)

Making storyboards for Film Director Sacha Bennett's next movie project. Mr.Bennett is listed on IMDB. LDW Entertainment is a newly formed production company in London consisting of seasoned industry writers, producers and directors.

Storyboard Artist at Visceral Games-Electronic Arts Canada

April 2012 - June 2012 (3 months)

I was in charge of doing Storyboards for Cinematic Director Tony Da Wall. The storyboards were for AAA action shooter game, Army of Two: Devil's Cartel video game.

Storyboard Artist / Concept Artist at The Film Division

March 2012 - June 2012 (4 months)

Storyboard Artist for Film Director Daniel Fridell and his team. Mr.Fridell is listed on IMDB.

Storyboard Artist at Fullum Films Studios

September 2011 - December 2011 (4 months)

I've worked with Film Director Daniel Fridell, Assistant Directors Daniel Scheja, Robert Melo and Director of Photography Kasimir Lehto on Horror Film "Apartment 1303 3D".

Storyboard Artist at Helios Productions

February 2011 - August 2011 (7 months)

I did storyboards for Helios Productions (USA) for an action movie.

Illustrator at Vortex Aquatic Structures International

July 2011 - July 2011 (1 month)

I had to illustrate the company's product designs within environmental concept sketches in order to show the clients what their project could look like.

Film Director - Documentary at Martin Carel

June 2011 - June 2011 (1 month)

Did a Series of Illustrations/Storyboards for a Film Documentary on California's Wine making. The Director of the Film is Mr. Martin Carel.

Storyboard Artist at Ubisoft

February 2011 - March 2011 (2 months)

I was hired to make Storyboards and Illustration Renderings for one of their game titles.

Storyboard Artist at Makuta VFX

December 2010 - January 2011 (2 months)

I accepted an offer to go to Hyderabad, India and work on SS Rajamouli's next film. My storyboards and concept Illustrations were used for his next film (Eega.) Working with the pre-visuals department to do animatics for specific scenes and guiding the 3D animators accordingly were also part of my duties. I had to make sure they followed the 2D storyboard version as close as possible when it came to camera motion. Eega has recently won two 2013 National Film Awards which are respectfully for best and outstanding visual effects and one for best film for local region in India.

Storyboard Artist / Concept Artist at TIRZITIS ENTERTAINMENT

2005 - 2009 (4 years)

Did some Storyboards and Concept Design work on Fan Film Star Wars: Threads Of Destiny.

Illustrator at Centre de résidence Marie Clarisse

June 2006 - July 2006 (2 months)

I was hired to several illustrations and a Logo that would represent the institution.

Illustrator at Alpha-Vison

February 2005 - February 2005 (1 month)

Photo retouching on Architectural renderings using Photoshop.

Graphic Designer at Mega Bloks

2005 - 2005 (less than a year)

Photo Retouching, smudging, smearing in photoshop, Poster Prep and handling for Toy Fairs. Putting & mounting together the product presentation boxes. Sticker Sheet designs In Illustrator and Photoshop for Power Ranger products and u.s military naval products.

Storyboard Artist at A Bag Of Beans

2005 - 2005 (less than a year)

I had to draw some Storyboards for Mr. Victor Rosa (Producer). Mr. Rosa is the Producer for the Movie "Chupacabra: The Hunger".

Freelance Storyboard Artist at HellHeaven

November 2003 - February 2004 (4 months)

I was given the task to illustrate and do the storyboards for the Main Cinematic Introduction of the Video game Project.

Illustrator at Polymancer Studios

2004 - 2004 (less than a year)

I did a RPG Cover Magazine for Polymancer Studios.

Illustrator at Dream Pod 9

2002 - 2002 (less than a year)

Did some Illustrations for a Sourcebook called " SuperScience " for their RPG " Gearkrieg " .

Certifications

3D Animation and Special FX

NAD, School of Digital Arts, Animation and Design - UQAC 1998 to December 1999

How To Createa Your Udey Course Online Course

www.udemy.com License UC-JFIPA850 May 2015

Volunteer Experience

Driver at Opération Nez rouge

December 2014 - Present (1 year 3 months)

Worked as assistant driver for Operation Red Nose during the holidays. In a team of three, we were bringing back clients and their vehicle for them since they were too intoxicated with alcohol to drive. Operation Red Nose broke its annual record from the previous year by bringing back home 7000 clients during the firts two weeks of its operation throughout the province of Quebec. The money that we got from the clients went into a fund for the Maison des Jeunes de Chateauguay which would be in english " The social youth club house of Chateauguay ". The money is used to renovate the club house, buy equipement for the kids and to pay for certain activities and events.

Driver at Opération Nez Rouge

December 2015 - Present (3 months)

Worked as assistant driver for Operation Red Nose during the holidays. In a team of three, we were bringing back clients and their vehicle for them since they were too intoxicated with alcohol to drive.

Publications

GEAR KRIEG'S "SUPER SCIENCE" sourcebook (RPG)

DREAM POD 9 - Montreal, Quebec, Canada June 2002

Authors: Jean Claude de La Ronde

There is a world where war walkers and supertanks contend on the battlefield, and rocket fighters duel high in the air. A world where adventurers and super-spies battle the Nazis across the globe, and great evil is faced with great courage - with a little help from Science. This is the world of Gear Krieg! This sourcebook for the Gear Krieg Roleplaying game covers the weird and wonderful inventions of the pulp genre: combat walkers, jet packs, electric guns and other weird science devices that change the face of the world on a daily basis. The book has guidelines on how to add pulp vehicles and items in a campaign, along with hints and adventure ideas to jumpstart any game.

Courses

3D Animation for Cinema and Television, Softimage

Centre NAD Class of 1998-1999

3D Animation and Special FX

Independent Coursework

How to Create Your Udemey Course Online

UC-JFIPA850

Organizations

Illustration Quebec

Member

January 2014 to January 2015

<http://www.illustrationquebec.com/en> Founded in 1983, Illustration Quebec is a nonprofit organization whose mission is to consolidate and sustain illustrators as well as promotes and distributes the artwork.

The main objective of our services is the promotion of illustrators themselves. Our goal is to provide them with efficient marketing tools at the best rates available. We firmly believe that the strengths and appeal that a collectivity represents will result in contacts with and responses from a maximum number of clients. We support illustrators during their different stages of their careers, whether through advice, training, promotion tools or by our presence in international exhibitions. Illustration Quebec is proud to bring together internationally renowned illustrators as well as amateur artists, who are united in the desire of artistic creativity and the same aspiration for success.

Bosto

Featured Artist

May 2013 to Present

Honors and Awards

Eega

National Film Award

March 2013

Eega has recently won two 2013 National Film Awards which are respectfully for best and outstanding visual effects and one for best film for local region in India.

FEATURED ARTIST AT BOSTO.COM

Bosto

May 2013

I'm on the featured artist webpage on Bosto.com. <http://www.bosto.co/featured-artist>

LDW ENTERTAINMENT

November 2012

Worked on Film Project with Film Director Sacha Bennett.

Projects

IDRAWCOMICS SKETCHBOOK & REFERENCE GUIDE

January 2013 to Present

Members: Jean Claude de La Ronde, Matt Marrocco, Ryan Stegman

I contributed to the making of the "IDRAWCOMICS Sketchbook & Reference Guide". A KICKSTARTER project that saw the light of day thanks to fellow contributors/producers such as myself. The artist of the book is Ryan Stegman who is a professional comic book artist that has worked for DC Comics & Marvel Comics.

Star Wars Fan Film

April 2005 to February 2009

Members: Jean Claude de La Ronde, Rasmus Tirzitis, Danijel Djuric, Henric Brandt, Andreas Feix, Andreas Rylander, Patrik Hont, Karl Lindqvist, Marcelo Tannure, Ben Wotton

A unique perspective to see more potential adventures from creative minds all abroad.

Final Fantasy VII: The Web Series

December 2012 to September 2013

Members: Jean Claude de La Ronde, Prateek Mathur, Ryan Jackson, Daniel Purcell, christy gonzalez, Joe Zieja, Gionata Medeot, Andrew Nixon, Mo Gallagher, Jimmy Lombardo, Tera Catallo, Joseph Zellerkraut, Chris Holland, William Milne, Yacob Richards, Richard B Brookes, Robert M Hohman, Alejandro McKeever, Mattia Ferraro, Cory Richards, Gabriel De Ioannes Becker, James Leadbetter, Daniele Spadoni, Dylan Wiest, PJ Icasas, Alex Stout, Christopher Van Waldrop, Paolo Zaninelli, Yair Ben-Zvi, Xander Keurvorst, Liz Sterry

12 months ago, a young Italian director by the name of Gionata Medeot; tired of waiting for Final Fantasy VII remakes and decent reimagining of the tale, decided to team up with Mattia Ferraro, and bring together some of his friends and fellow FFXVII enthusiasts to discuss the possibility of making a movie adaptation of the best-selling videogame. The desire was to create a huge production, not to follow in the style of a typical 'Fan Movie'. After searching long and hard for a few months, Gio had found himself a small church, a few

cosplay actors, and a team of highly-skilled movie-makers. This was the result: <http://www.youtube.com/watch?v=U36HbN0w8x4> The teaser was made with a team of consisting of under 20 people and cost \$1,200 for just 2 minutes of footage; Incredible footage, that inspired. The idea of a movie was replaced by a 5-episode web series distributed online, so that some of the more beautiful, unspoken stories could be explored, in unprecedented depth & detail.

Languages

French

English

Skills & Expertise

Pre-production

Storyboarding

Sequential Art

Visual Storytelling

Graphic Storytelling and Visual Narrative

Illustration

Drawing and Rendering Skills

Marker Rendering Skills

Cartoons

Drawing

Drawing Teaching

Anatomy and Figure Drawing

Sketching

Art

Graphics

Character Animation

3D

Computer Animation

Traditional Animation

Digital Painting

Digital Illustration

Conceptual Art

Character Design

Computer Graphics

Graphic Design

Logo Design

Concept Design

Photoshop

Corel Painter 12

Manga Studio 5

Sketchbook Pro

Illustrator

After Effects

Motion Graphics

iMovie

Final Cut Pro

Video Editing

Film

Film Production

Cinematics

Video Games

Photography

Mac OS X

French

English

Consulting

Keynote

Networking

Storyboard

Education

Dawson College

Dawson College, Illustration & Design, 2000 - 2003

Centre NAD Class of 1998-1999

3D Animation for Cinema and Television, Softimage, 1998 - 1999

Activities and Societies: 3D Animation with Softimage.

The Art Student League Of New York

Self Taught Degree, Illustration, 1993 - 1994

Honors and Awards

Did Storyboards for "Eega" Film - Director S.S. Rajamouli in Hyderabad, India. Worked with Swedish Film

Director Daniel Fridell on Horror Film - Apartment 1303-3D.

Interests

Storyboards, Sequential Art, Graphic Storytelling and Visual Narrative, Story Art, Movies, Illustrations, Movie Soundtracks, Novels, RPG, Comic Books, How to books, Digital Paintings, Concept Art, Concept Designs, Anatomy and Figure Drawing,

Jean Claude de La Ronde

Storyboard Artist JC - Preproduction Illustration Service - Story Development for Feature Films, Games and Advertising.

storyboardartistjc@gmail.com



15 people have recommended Jean Claude

"Je vous recommande Jean-Claude il a un talent exceptionnel dans son domaine. Il est méticuleux, bien organisé, il utilise la technologie de pointe. Sa créativité et son efficacité répondra à tous vos besoins en matière de "Storyboard" "

— **Robert Bisson**, *Propriétaire/ Owner, Robert Bisson designer d'intérieur /Robert Bisson interior designer*, was Jean Claude's client

"Jean-Claude's professionalism is matched only by his boundless intellect and sublime creativity. As a colleague, he is a limitless source of new inspiration, and the zealous fervour he applies to his work makes every piece stand out. A fantastic, diligent worker, he will always suggest new more efficient ways of effecting process, and will never fail to point out bad form. I would recommend Jean-Claude to any design department; he is a creative asset that should not be squandered."

— **Ryan Jackson**, worked directly with Jean Claude at Shinra Productions Ltd.

""

— **Amelie Meunier**, was Jean Claude's client

"I had the pleasure of working with Jean Claude as a Storyboard artist on Army of Two: The Devil's Cartel. He was a great asset to quickly pre-visualize dozens of scenes that we often needed to shoot mocap for within days of requesting the work. Jean Claude always came through and always delivered boards we could use. He was a valuable addition to our pre-production team. If you're in need of a storyboard artist, I recommend Jean Claude for the job."

— **Tony de Waal**, was Jean Claude's client

"JC worked with us for several weeks, liaising directly with the director to produce numerous high quality storyboards for an upcoming feature. Excellent work produced, good pace, complete understanding of framing, motion and dynamics within his boards and a nice guy to boot. Would seriously recommend him to

any additional prospective clients, unless we snap him up! Good work fella! Pete Draper - CEO Makuta VFX, Hyderabad."

— **Pete Draper**, was Jean Claude's client

"JC is really easy to get along with and besides being a good storyboard artists he shows very much interest in all aspects of visual effects. He have really motivated and helped me with my work. It was a pleasurable experience to get feedback from him whenever I can since he was very approachable anytime. Moreover he never hesitates to make new friends or share his ideas even in a multi-cultured environment. I highly recommend his work and he would really add value to any team."

— **Rahul Venugopal**, worked directly with Jean Claude at Makuta VFX

"Jean Claude is a fantastic concept designer and storyboard artist. He has an incredible imagery and provides a dramatic and exciting feeling for all of his designs. He is very easy to communicate with and he always looks to find the best possible design for any work. He has a good attitude and hungry for more work!"

— **Rasmus Tirzitis**, managed Jean Claude at TIRZITIS ENTERTAINMENT

"Jean Claude is a very talented artists who is very studious in his work and constantly produces great work. He is a pleasure to work with and have around."

— **Jessi Hardin**, worked with Jean Claude at TIRZITIS ENTERTAINMENT

"Jean Claude est positif et motivé, il sera sans aucun doute un apport majeur a votre équipe. C'est sans hésitation que je recommande Jean Claude, excellent artiste!"

— **Cleber Marchetti**, worked directly with Jean Claude at TIRZITIS ENTERTAINMENT

"Jean-Claude is a very talented 2D Artist and a really nice person."

— **Jean Simard**, was Jean Claude's client

"Jean Claude est une bonne personne. Très poli et au service du public. Il n'aime pas être sous pression... donnez-lui un Deadline, et il sera respecté ! Il n'aime pas les confrontations ni les incompetents et le manque de respect envers sa personne ou son environnement, ce que je partage tout autant ! Donnez-vous la chance de le connaître !"

— **Marc Andre de La Ronde**, was Jean Claude's client

"M. De La Ronde est définitivement un artiste de talent. J'ai plusieurs fois eu la chance de constater la qualité de son travail qui se démarque tant par sa précision que par la finesse d'exécution des détails les plus pointus. L'œuvre est riche et empreinte d'un réalisme saisissant. À voir absolument."

— **Jean-Sébastien Thouin**, was Jean Claude's client

"Jean-Claude sait se mettre dans la tête du réalisateur ou concepteur pour mettre en image les séquences que son client a en tête. Même qu'il est capable d'améliorer la vision du créateur pour le profit de l'histoire en question."

— **Jonathan Simard**, was Jean Claude's client

"Film making is an easy job with your help. Thanks. Enjoyed your work."

— **Mohen Naorem**, worked directly with Jean Claude at Dream Pod 9

"Jean-Claude is a really talented artist. He is fun to work with and has a good eye. On top of that Jean-Claude his someone that you can easily cominucate with. I would work with Jean-Claude Anytime. He is a good asset to have and an amazing artist. I strongly recommend him. Simon"

— **Simon Marinof**, studied with Jean Claude at Centre NAD Class of 1998-1999

[Contact Jean Claude on LinkedIn](#)