



Alexandra Tournier

3D Rigger & Character Animator

I'm a 3D Character Rigger & Animator from France. My goal is to instill emotion in people, tell stories through my animation and create artful rigs for animators with all the knowledge I have about it. I am eager to constantly gain new knowledge to improve my techniques.

Professional experiences

Watch Next Media

3D Rigger & Animator | Paris | Sept. 2025 - Jan. 2026

Working on the series Dungeons & Kittens on 3D previsualisation, layout, animation and rigging in Blender.

MyFlower.tv

3D Rigger & Animator | Remote | Jun. 2025 - Jul. 2025

3D animation and rigging in Blender, on a music clip for a French metal group.

Motion Capture Workshop, Ubisoft Studio

Suits Calibration & Data management | Annecy | Nov. 2024

I was in charge of the Xsens suits calibration and the import of the data from the shooting to Motion Builder and Unreal Engine.

Paris Olympics TV Animated Short

3D Rigger & Animator | Annecy | Oct. 2023 - Mar. 2024

Project commissioned by RECA and France TV for a TV short sequence for the 2024 Paris Olympics, made in Maya. In charge of character and props rigging and animation.

Supervision of G Ciné events

Groups Supervision | Annecy | 3 editions

Supervision of families and groups for an animation contest, "G10h pour faire un film", by the G Ciné association.

Degrees

Gobelins

Bachelor 3D Character Animation (AP3D)

Annecy, France

2022-2025

Cambridge English Certificate (CEC)

English level C2

2021

Driving licence

Contact

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Thionville, France

[Social networks](#)

Competences

Maya

Blender

Unreal Engine

Motion Builder

Python, MEL, PyMEL

Bilingual English - French

Skills

Curious

Adaptability

Open to criticism

Team spirit

Communication