



Max Gabarre-Grindrod

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<https://www.maxgabarregrindrod.com>

Actor Director & Producer For Motion Capture

Languages

English Native
French Native
German Fluent

Skills

Managing International Clients
Writing and Directing
Project Management
Team Management
Pay Management

Software Proficiency

Motion Builder
Adobe Acrobat
Premiere Pro
Indesign
Movinmotion



About

I began working with motion capture for Mocaplab's studio in Saint-Denis, just outside Paris, in 2022. This was a perfect setting to put my training in directing and physical theatre to use. I quickly progressed from producer to actor, director and project leader.

Over the past few years, I've had the opportunity to work on a variety of creative, commercial, and institutional projects, ranging from solo performances to shoots requiring more than two hundred actors.

Experience

Actor

- *Quantum Dome Project* ~ Small Creative ~ 2025
- *La Magie Opéra* ~ Backlight ~ 2025
- *Instinc* ~ Orage Outerwear ~ 2025
- *Titanic* ~ Small Creative ~ 2024
- *Fall Guy* ~ Mocaplab ~ 2024
- *Openings* ~ Max Bagarre ~ 2024

Director ~ Clients: Mocaplab, Meta, Kinetix

- Directing and starring in varied projects: animated shorts, cut-scenes, adverts, virtual reality and machine learning.
- Directing physically demanding scenes: dance, martial-arts, stunts and stage fighting.
- Writing, developing and directing internal projects for Mocaplab.

Project Leader ~ Mocaplab: Kinetix

- Account manager: preparing motion-lists and accompanying clients throughout the production process, all the way to shoot.

Post-Production Assistant ~ Mocaplab

- Greeting and briefing of actors, backstage management.
- Renewing pay systems to facilitate hiring.
- Troubleshooting and verifying takes in Motionbuilder.

Training

École de Théâtre Internationale Jacques Lecoq

2022 Teaching and Pedagogy Short Course

2016-2018 Professional Program

University of Pennsylvania

2012-2016 Dual Major ~ Theatre Arts & PPE