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Lighting - Compositing Artist

EDUCATION

- 2009-2012 Certified Diploma level II - equivalent of a Bachelor Degree - at ESMA Montpellier (Ecole Supérieure des Métiers Artistiques), IPAX certified, with a major in animated films and special effects, Montpellier, France
- 2007-2009 Digital creation at e-art Sup, Paris, France
- 2007 French Baccalaureat with a major in sciences, end of secondary school French diploma

TECHNICAL SKILLS

Lighting - Rendering - Compositing
Modeling - Texturing - Shading

SOFTWARE

Maya / Arnold - Vray - Redshift - Guerilla - Houdini
Nuke - Fusion - After Effects - Photoshop
Shotgun - Frack- Linux

PROFESSIONAL EXPERIENCES

- May 19 - Today **CINESITE**, Montréal, Canada
Lighting / compositing artist on the animated feature Riverdance
Lighting and compositing on master shots, lighting water in Houdini, created workflow with Houdini/Maya/Nuke for a specific sequence
- Nov 19 - Today **CAT AND MOTH**, Remote work
Lighting / compositing artist on the short movie Cat and Moth
Lighting and compositing on shots. Volunteer work with a worldwide team
- April 19 **MEDUZARTS**, Montréal, Canada
Lighting artist on shots for 2 roller coasters
Lighting of realistic environments and characters based on famous video games and movies
- Oct 17 - March 19 **L'ATELIER ANIMATION**, Montréal, Canada
Lighting / compositing artist on the TV series Robozuna - Technical check artist on the short movie Attention Menhir!
Lighting and compositing rigs on complete sequences on the series. Tech check on a short for a roller coaster in the Parc Asterix in France
- April - July 17 **GRID VFX**, Ghent, Belgium
Lighting / compositing artist on the animated feature Harvie and the Magic Museum
Lighting of characters, environments and FX, compositing of my shots
- Aug 16 - April 17 **Lighting artist / CG Generalist on the TV series Little Luke and Lucy**
Light rigs of sets and characters per environment, lighting and compositing of shots among several episodes, tech fixing (models/shaders, pipeline), helping to organize the pipeline
- April - August 16 **Lighting artist on the animated movie Deep**
Lighting of characters, environments and FX
Recommandation available from Pablo Morral, lighting supervisor on Deep and Harvie and the Magic Museum
- June 15 - April 16 **BLUE ZOO ANIMATION**, London, UK
Lighting/rendering artist on the TV series Tree Fu Tom and studio's shorts More stuff (Christmas short) & Commuter Glitch
Look dev, lighting/rendering of environments and characters on the series, lighting on the short movies
Recommandation available from Timmy Wong, lighting lead on Tree Fu Tom
- May 2015 **LE FRESNOY**, National studio of contemporary art, Tourcoing, France
Compositing artist / CG Generalist for the short movie Céos I Phoebe
Compositing on live action shots, lighting, rendering and compositing of a CG shot
- Feb - April 15 **SUPAMONKS STUDIO**, Arcueil, France
CG Generalist for the short movie Voyager
Lighting, rendering and compositing on a short hosted by Supamonks Studio as a «Suparesidence»
- July 2014 **SUN AND MOON STUDIOS**, Bristol, UK
CG Junior Generalist on commercials
Lighting, shading, rendering, compositing (keying, rotoscoping, integrating photos of objects into CG shots) for 4 commercials
- April 2013 UVs mapping, texturing, lighting, shading, rendering, compositing for 2 commercials
Recommandation available from Louis Jones, Creative Director and Co-Founder of Sun & Moon Studios
- Dec 13 - Jul 15 **DELINQUENT GAMES**, Remote work
Asset Artist/Art Coordinator on the game Revolution Earth
Modeling, UVs mapping and texturing of game's assets in maya/photoshop, shaders in Unity and creation of trees in Unity
Coordinating CG part, assigning work, planning management, translating between French and American people
- April - Sept 13 **LIBERTIS CINEMA**, Remote work
CG Generalist/Production Management on the short 1621, La Légende des 400 Coups
Modeling, UVs mapping, texturing, lighting, shading, rendering and compositing for characters turn around CG production management and pipeline of the short, supervising of 5 CG interns during 2 months
- Dec 12 - Mar 13 Character modeling (parts), skinning, animation, lighting, shading, rendering, compositing, CG production management, pipeline

LANGUAGES

French: Native language
English: Advanced
Spanish: Notions

INTERESTS

Reading (fantasy, science fiction, fantastic, comics)
Sport (essentrics, Argentinian tango, aquagym, horse riding)
Photography - Pyrography