Bourgeais Maud 5978 B Hurteau street Montreal, QC, H4E 2Y2, CANADA Phone : +1 514-774-7487 E-mail : bourgeais.maud@gmail.com www.maudbourgeais.com Demo password: MaudDemo2024

# 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 - Lookdev - Compositing

#### SOFTWARE

Maya - Gaffer - Guerilla - Houdini - Arnold - Vray - Redshift Nuke - Fusion - After Effects - Photoshop Shotgun - Ftrack- Linux

### PROFESSIONAL EXPERIENCES

	LANGUAGES	INTERESTS	
Dec 12 - Mar 13	Character modeling (parts), skinning, animation, lighti	ng, shading, rendering, compositing, CG production management, pipeline	
April - Sept 13	LIBERTIS CINEMA, Remote work CG Generalist/Production Management on th Modeling, surfacing, lighting, rendering, compositing pipeline of the short, supervising of 5 CG interns duri	for characters turn around, CG production management &	
Dec 13 - Jul 15	DEUNQUENT GAMES, Remote work Asset Artist/CG Coordinator on the game Revolution Earth Modeling, surfacing of game's assets in maya/photoshop, shaders & creation of trees in Unity, Coordinating CG part		
April 2013	UVs mapping, surfacing, lighting, rendering, compositing for 2 commercials		
July 2014	SUN AND MOON STUDIOS, Bristol, UK CG Junior Generalist on commercials Surfacing, lighting, rendering, compositing (keying, rotoscoping, integrating photos of objects into CG shots) for 4 commercials		
Feb - April 15	SUPAMONKS STUDIO. Arcueil, France CC Generalist for the short movie Voyager Lighting, rendering and compositing on a short hosted by Supamonks Studio as a «Suparesidence»		
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		
June 15 - April 16	BLUE ZOO ANIMATION, London, UK Lighting/rendering artist on the TV series Tree Fu Tom & 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		
April - August 16	Lighting artist on the animated movie Deep		
Aug 16 - April 17	Lighting artist / CG Generalist on the TV series Little Luke and Lucy Lighting rigs, lighting and compositing of shots on several episodes, tech fixing (models/shaders, pipeline), helping to organize the pipeline		
April - July 17	GRID VFX. Ghent. Belgium Lighting / compositing artist on the animated feature Harvie and the Magic Museum		
Oct 17 - March 19	UATELIER ANIMATION, Montreal, Canada Lighting / compositing artist on the TV series Robozuna - Technical check artist on the short movie Attention Menhir! Lighting and compositing rigs 4 shots on the series. Tech check on a short for a roller coaster in the Parc Asterix in France		
April 19	MEDUZARTS, Montreal, Canda Lighting artist on shots for 2 roller coasters		
Nov 19 - March 21	1 CAT AND MOTH. Remote work Lighting / compositing artist on the short movie Cat and Moth		
Aug - Dec 20	<b>UATELIER ANIMATION</b> , Montreal, Canada Lighting / compositing on the animated feature Fireheart		
May 19 - Today	CINESITE, Montreal, Canda Senior Lighting / compositing artist on the animated features Riverdance, Paws of Furry the Legend of Hank, Adams Family Hit Pig, Iwaju (Disney- tv series), Animal Farm, Smurfs Lighting and compositing on master shots. interim lead. For Riverdance: Lighting water in Houdini, created workflow with Houdini/Maya/Nuke for specific sequence		

French: Native language English: Advanced Spanish: Notions

#### INTERESTS

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