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## Professional Experience

- Since May 2011      Look Development and Lighting TD at Digital Domain Vancouver ([www.digitaldomain.com](http://www.digitaldomain.com)) on the full-length film "Jack the giant killer".  
Katana, Maya, Arnold, Nuke, Linux
- Feb 2011 - Apr 2011      Lighting TD at Digital Domain Vancouver ([www.digitaldomain.com](http://www.digitaldomain.com)) on the full-length film "Thor".  
Maya, Renderman, Nuke, Linux
- Jan 2011              Travel in Laos
- May 2010 - Dec 2010      Look Development Artist at Modus FX Montréal ([www.modusfx.com](http://www.modusfx.com)) on the full-length film "Source Code", "Super", "March of the Dinosaurs".  
XSI, Mental Ray, Nuke, Photoshop
- Oct 2009 - March 2010      Senior Lighting and Compositing Artist, look development of nParticles snow effects at Mikros Image ([www.mikrosimage.fr](http://www.mikrosimage.fr)) on the full-length film "Black Heaven".  
Maya, Arnold, Nuke, Photoshop, Linux
- Jully-Sept 2009      Travel in Australia
- March 2008 - May 2009      Lighting Artist and in charge of shading characters at Luxanimation ([www.luxanimation.com](http://www.luxanimation.com)) on the full-length film "Luke & Lucy".  
Maya, Renderman, Fusion, Photoshop
- 2007                  Filmmaking of the short film "qub":  
Lighting/Compositing, Fx Particles, Rigging/Skinning (Story, Modeling...)  
Maya, After Effects, Fusion, Premiere, Photoshop
- Summer 2006        Creation of an animated interface of a management software: MG set.  
Mental Ray, Photoshop

## Education

2004 -2007	ESMA: Ecole Supérieure des Métiers Artistiques Major in special effects and 3D animation Diploma with honors ( <a href="http://www.esma-montpellier.com">www.esma-montpellier.com</a> )
2003	Art university
2002	High school diploma (scientific focus)

## Software Experience

Maya, XSI, Renderman, Arnold, Mental Ray, Mudbox, Zbrush, Nuke, Digital Fusion, Adobe Photoshop, Particle Illusion, After Effects, Adobe Première, Dreamweaver, Linux

## Technical Skills

**Lighting:** Complete use of Mental Ray, Renderman for Maya, Arnold. Capability to create traditional and efficient lighting or using techniques like global illumination.

**Shading:** Building of advanced shading networks. Complete use of Maya and XSI nodes.

**Compositing:** Complete use of Nuke, Photoshop, and Fusion. I'm used to working with node-based compositing package.

**Special Effects:** Good knowledge of particles, fluids and mel script.

**Skinning / Rigging:** Good Script knowledge, logical abilities and rigor.

## Professional Project

These projects allowed me to underline my main skills :

- evolved artistic sense and taste
- logic and efficient
- strong technical skills, either for assimilating new software, pipeline(s) or for applying complex techniques
- methodological sense : team organization within a production, meeting deadlines with a healthy distribution of time, autonomy and decision-making

I wish to pursue my career in the field of Lighting, Shading and Compositing; while always looking forward to assume more responsibilities.