

Address 63 Brook street, Coogee (2034), Sydney NSW Australia  
 Phone +61 410 378 263  
 Born December 24<sup>th</sup> 1980, Gap (France)  
 Email erwann.baudet@gmail.com  
 Web www.erwann.net

**Objective** With +8 years in the CG Industry, I'm looking to work on leading Vfx projects as Lead FX TD or Senior FX TD (look-dev and dev) in a company which have great experiences in visual effects and which produces very beautiful pictures, where my artistic and technical capabilities can continue growing up as much as possible. To improve my relationship in order to learn more about my team and theirs skills. To be constantly challenged by my coworkers and to improve my vision and my artistic creativity.

**Experience**

<b>Oct. 2009 – present</b>	<b>Senior FX TD • Animal Logic, Sydney.</b> Maya Inhouse nodal system, Particles / Renderman (SL code) / Nuke / Python scripts and lot of MEL scripts for automated tasks. FX look development on "The Legend of Guardians : The Owls of Ga'Hoole" (2010).
<b>June 2009 – Sep. 2009</b>	<b>Freelance FX Developer • Paris</b> Maya API FX development (C++/python : noise Deformer, particle cache instancer). Houdini personal training (FX and Development)
<b>Nov. 2008 – May 2009</b>	<b>Senior FX TD / Maya–Flowline TD • Moving Picture Company, London.</b> Feature film: "Gi Joe : The Rise of Cobra" (2009) and "Prince of Persia (2010)" Maya - Flowline / Mental Ray rendering (Mainly explosions and Sandstorm).
<b>Jun. 2008 – Oct. 2008</b>	<b>Senior FX TD / FX Developer • Duboi, Paris.</b> Feature film: "Underworld 3 : Rise of the Lycans" (2009). Maya/Renderman API (DSO particles - C++/Mel Scripts) - Maya Particles, Fluids Effects.
<b>May. 2008 – Jun. 2008</b>	<b>Lead FX TD • ImagesFX, Prague (Czech Republic).</b> Commercials: "Vodafone" and "O2". Maya Particles, nCloth, Fluids Effects, MR rendering and After Effects.
<b>Mar. 2008 – Ap. 2008</b>	<b>Senior FX TD • View, Paris.</b> TV Identity, Motion Design: "Sport+". Maya Particles, nCloth, Fluids Effects, Blastcode, MR rendering and After Effects.
<b>Feb. 2007 – Feb. 2008</b>	<b>Lead FX TD • Duboi, Paris.</b> Feature film: "Afterwards" (2006), "Asterix at the Olympic Games" (2006), "Minor" and "L'Auberge Rouge". Houdini POP, Maya Fluids, Realflow, MR and Mel for Toolsets.
<b>Aug. 2006 – Oct. 2006</b>	<b>Lead FX TD • Locomotion, Duesseldorf.</b> Commercial: "Braun". Maya Particles, MEL, Realflow, Renderman support.
<b>Ap. 2006 – Aug. 2006</b>	<b>Lead FX TD • Duboi, Paris.</b> Feature film: "The Stone Council". Maya Particles, Realflow, Shave and Haircut, Renderman.

- 2004 – 2006 **CG vfx artist • View, Paris.**  
TV Channel Identity: "TF1", "M6" and "W9".  
Maya MR rendering and After Effects.
- 2004 – 2005 **CG vfx artist • Mikros Image, Paris.**  
Feature film: "Lemming" • Commercial: "O2" and "Pioneer".  
Maya MR Rendering and Mel for Toolsets.
- 2003 – 2005 **FX Developer Maya/Renderman – CG Artist • Sparx\*, Paris.**  
Mainly Commercials.  
Maya API, Renderman API and Maya MEL (development of a fur RIBGEN/Dso)  
Maya Particles, Maya Fluids, Realflow, MR and Mel for Toolsets.
- May. 2002 – Jul. 2002 **CG compositing artist • Xilam, Paris.**  
Feature film: "Kaena, the Prophecy". Shake compositing.

## Education

### University of Paris 8

#### 2003 • Postgraduate degree following my master.

Study of a rendering engine using Photon Mapping and development based on my raytracer using Henrik Wann Jensen sources.

#### 2002 – 2003 • Master's degree in Digital Imaging.

Maya formation, Programming, Dynamics. Development of a raytracer linked to Maya.

### University of Puy-en-Velay

#### 2000 – 2002 • French University.

Digital Imaging and Computer Science. Algorithms, CG Mathematics, Physics, C, C++, OpenGL, SQL, Softimage 3D.

## Skills

- Maya (particles, Fluids Effects, nCloth, Rigid Body) / Houdini (POP, SOP, DOP and VEX).
- Renderman (Advanced Level User and Developer), Mental Ray, Realflow.
- C, C++, Python, Maya API and MEL scripts, Renderman API, Shader programming (RSL), Shell (bash, tcsh, ...).
- Nuke, Shake, After Effects, Photoshop.

With a background in ingeneering development and digital arts, I'm used to develop scripts or plugins in order to help out the FX team during the production as well as adapting any solutions to solve problems.

Specialized in Dynamics and FX Technical jobs merging sometimes Procedural Animation, Particles systems and Fluids. I have extensive experiences on any operating systems with softwares such as Maya, Renderman, Mental Ray, Nuke and Shake.

## Interests

- Computer graphics, Motion design, software development.
- Swimming, Surfing and Scuba diving.
- Movies, Museum and Reading SF (Dan Simmons, Neal Stephenson, Stephen King, etc...).

## References

- Alain Carsoux, VFX supervisor, DUBOI (alainc@duboi.com)
- Greg Butler, VFX Supervisor MPC (greg-b@moving-picture.com)
- Guillaume Rocheron, CG Supervisor, MPC (guillaume-r@moving-picture.com)
- Miles Green, Lead FX, Animal Logic (milesg@al.com.au)
- Sebastien Quesy, Lead FX, Animal Logic (sebastienq@al.com.au)