

MATTHIEU BRUNEAU

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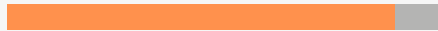
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LANGUAGES

French, English

SOFTWARES

Houdini



PyCharm



Maya



Nuke



PROGRAMMING LANGUAGES

Python (HOM, PySide 2)



VEX (Houdini)



MEL (Maya)



EDUCATION

Mars 2022 - Present

HOW TO CODE: SIMPLE DATA

January 2022 - Mars 2022

INTRODUCTION TO COMPUTER SCIENCE AND PROGRAMMING USING PYTHON

September 2012 - June 2016

3D SCHOOL OBJECTIF3D

Private School in Montpellier (France)

EXPERIENCES

May 2023 - Now

FX ARTIST

Rodéo FX, Montréal - Canada

- R&D / Setups
- Shot work

August 2022 - May 2023

LEAD FX

Mikros, Montréal - Canada

- Create setups for other artist
- Make tools to help the fx department
- Creating training for other artists and team management

June 2021 - June 2022

FX ARTIST

Method Studio/Framestore, Montréal - Canada

- Effects set-up, R&D
- Procedural effects (light rays, trails,...)
- Tools development to facilitate the FX department workflow (automatisation..)

September 2018 - May 2021

FX ARTIST

Réel Fx Animation, Montréal - Canada

- Creation of simulations and procedural effects such as smoke, water, rigid bodies and particules
- Creation of set up to be used by others artists
- Tools development to facilitate the FX pipeline (automatic versioning, historic tracking, cleaning GUI to delete the caches once the shot is approved)
- Scoob : realization of various tools to optimize the work of the artists (Automatic duplication of assets of multiple shots, olts...)

January 2017 - August 2018

FX ARTIST

Moving Picture Company Technicolor, Montréal - Canada

- Creation of different physical effects such as smoke, dust, snow, rain using commercial and internal software

June 2016 - January 2017

LIGHTING ARTIST

Ellipse Studio, Angoulême - France

- Render using the established pipeline on the TV show Yakari - (Maya)

May 2015 - June 2015

FX ARTIST

Lardux Films, Montpellier - France