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Rémi PIERRE

FX TD / Show TD



Summary of qualifications

10 years of experience in films/commercials
Moved from artist to pipeline position
Proven skills in FX and automated tasks
Strong experience in scripting
Understanding of the overall process of making visual effects for films
Solid team player with exceptional work ethic and collaborative attitude
Demonstrated ability to learn and master tools at a fast pace
Multilingual: Mother tongue - French, fluent in English

Programs

3D	Houdini, Maya, 3dsmax, RealFlow, Vray
2D	Nuke, After effects, Illustrator, Photoshop, In design
Programming	Python, MEL, Scripting in general

Diploma

2004-2006	Computer graphics diploma - PoleIII (www.pole3d.net)
2002-2004	Analyst programmer - IUT Calais
2001-2002	First year in an engineering school
2001	A levels in Maths and Physics

Interests

Video games
Music

Other

Driver's licence



Work Experience

Jul 2016 - now

Houdini show TD at **Digital Domain** in Vancouver (www.digitaldomain.com)

General artist support for FX and CFX

Learnt to work with SVN, GIT, and using coding conventions

Created Wedging tools for Houdini

Learnt to use Houdini engine

Created tools/optimized a layout import system

Created various QT-based applications (Copy/paste between users, Load/save UI connected with shotgun)

Movies

- **Fast and furious 8** (F. Gary Gray)

- **Thor Ragnarok** (Taika Waititi)

- **Avengers infinity wars** (Anthony/Joe Russo)

Oct 2014 - Jun 2016 FX TD at **Digital Domain** in Vancouver (www.digitaldomain.com)

Created / optimized a lot of Houdini tools for various shows

Mastered most of the simulation solutions

Became a trusted teamplayer within the FX team

Movies

- **Pixels** (Chris Columbus)

- **Beauty and the beast** (Bill Condon)

- **Deadpool** (Tim Miller)

Commercials

- **Rise of the Tomb Raider**

Jan 2014 - Sep 2014 FX TD at **Image engine** in Vancouver (www.image-engine.com/)

Created a dozen show/studio based Houdini tools

Used various techniques : Volume/RBD/FLIP/cloth/wire/particle simulations

Polished overall Houdini skills

Worked on simultaneous shows at the same time

Movies

- **Child44** (Daniel Espinosa)

- **Chappie** (Neill Blomkamp)

- **Teenage Mutant Ninja Turtles** (Jonathan Liebesman)

May 2012 - July 2013 FX TD at **Digital domain** in Vancouver (www.digitaldomain.com)

Created automated setups/tools for beam pistols (geometry, particles, fluid textures)

Worked closely with animation, lighting and comp for ~100 shots

Learned how to use Houdini and Digital domain's pipeline tools

Used/created and updated various tools for space battle

Movies

- **Ender's game** (Gavin Hood)

Sep 2011 - April 2012 FX TD at **MPC** in London (www.moving-picture.com)

Created automated setups/tools for ground interaction (particles and rigid bodies)

Worked on a large amount of shots

Learned how to use Maya, MPC's pipeline tools, Python and MEL

Was trusted by the whole team and leads

Enjoyed working with people coming from everywhere in the world

Movies

- **Prometheus** (Ridley Scott)

Sep 2008 - June 2011 Visual effects at **BUF** in Paris (www.buf.fr)

Learned the overall process of visual effects there

Worked on a lot of aspects of visual effects making. Rotoscopy, 3d tracking, animation, fx, lighting and compositing

Mastered internal BUF programs really quickly

Showed great skills in programming tools/pipeline using internal scripting

Experienced working under pressure and was able to maintain professionalism in stressful situations

Movies

- **The darkest hour** (Chris Gorak)

- **Thor** (Kenneth Branagh)

- **Adèle Blanc Sec** (Luc Besson)

- **Enter the void** (Gaspar Noé)

- **The History of Aviation** (Balint Kenyeres)

Commercials

CBA "Grants" (Jean Pierre Jeunet)

Total "Moon race" (BUF) -

Durex (César Pesquera)

Carte noire "Attraction" (Fabrice/Rachel Carazo)

Canal plus "Partie gratuite" (Thierry Poiraud)

Jul-Aug 2008 Rendering TD at **KFX/Lasimul in Paris** on a real estate project (www.lasimul.com)

March-April 2008 Visual effects on a short movie "**Babylone**" for Cannes's festival 2008. (Simon Saulnier)

Jan 07 to Feb 08 Motion graphist at **newPLV** in Paris (www.newplv.com)

Recommendations

"Remi's technical ability to pick up new tool sets combined with efficiency and a good eye were quite impressive. His goal oriented work style and outside the box thinking make it possible for him to deliver on tight schedules and to the highest quality. Remi was a true asset to the team and I cannot recommend him highly enough."

Georg Kaltenbrunner, FX Lead, Digital Domain

"Remi is an intelligent, funny, very technical, fast learning TD. He not only completes tasks given to him, but aggressively pursues optimized and smart solutions to them. He is not content to take shortcuts, and if something needs to be done more than once you can bet that he will automate it. If Remi is on your FX team, he will add serious value to it. Without question."

Michael Hall, Senior FX TD, MPC

"Remi has been working as an FX TD on Prometheus. He arrived at MPC with very little knowledge of Maya coming from BUF. But he very quickly acquired all necessary knowledge at outstanding speed and came up with very interesting ideas. He was able to handle every single task given to him with great speed and strong commitment most of the time going further than what was initially required. He is very technical and loves scripting. Remi is certainly a great asset to have amongst any FX TD team."

Joan Panis, Lead FX TD, MPC

I have worked with Remi at Digital Domain on several projects. He is a strong technical artist with a great eye for detail. He was always a key part of the team; starting with setting up tools for use by other artists, teaching everyone how to use the tools, and later running shots. The work he creates is consistently at a high quality and is completed within the time frame given.

His open attitude towards sharing his knowledge means that he doesn't hesitate to spend time helping others on the team if they ask; explaining his tools or his methodology. He would be a great addition to any team.

Daniel Jenkins, Lead FX TD, Digital Domain