

Rémi PIERRE

VFX Pipeline TD

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Education

2004-2006 Computer graphics diploma - PoleIIIID
2002-2004 Bachelor - Analyst programmer - IUT Calais
2001-2002 First year in an engineering school
2001 A levels in Maths and Physics

Software

Scripting & Programming

Current use : Python – Qt/Pyside – VEX – Bash/Shell
Older use : C - C++ - Java - Ada - OpenGL - HTML - PHP

Frameworks

Houdini API - Maya API - Nuke API - Shotgun API
Elasticsearch - Random VFX inhouse API/database

CG Software

Houdini - Maya - Nuke

Other

Linux OS - GIT - SVN - Pycharm - Test Driven Development
Docker - Rez

Interests

Video games Japanese animation
Board games Music
Cycling

Summary of qualifications

10+ years of experience in visual effects
Proven skills in FX/CFX, automated tasks and pipeline development
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:

French: Mothertongue
English: Fluent
Japanese: Elementary

Work Experience

Senior Houdini pipeline developer - Method studios

Mar 2021 - Now | Vancouver

General Houdini Pipeline development/support
Asset introspection/node traversal in Houdini
Global asset importer improvements
Transition to python 3

Houdini pipeline TD - Digital domain

Aug 2019 - Mar 2021 | Vancouver

Acted as Houdini support for both CFX and occasionally for FX.
Learned overall CFX workflow
Improved the general workflow of the cloth simulation within Houdini (mostly carbon)
Helped artist creating a muscle/hair workflow sim using vellum
Created numerous Houdini tools for CFX (e.g : Retiming workflow, shot modeling workflow)
Projects : Black widow, Morbius

Houdini pipeline TD - Method Studios

May 2018 - Aug 2019 | Vancouver

General artist support/development for Houdini.
Improved development skills. (git, test driven development, code reviews, better problem analysis, ...)
Improved robustness of the Houdini pipeline (a lot of refactoring)
Various tools created:
- Bridge between Houdini and Katana, Sequence based workflow for Houdini, FX USD overlay exporting, UI for an HDA database, Ticketing UI
Projects : Ford v Ferrari, Snowpiercer

Houdini show TD - Digital Domain

Jul 2016 - May 2018 | Vancouver

General artist support for FX and CFX
Learnt to work with SVN, GIT, and using coding conventions
Created tools : Wedging tools, Houdini engine, layout import system
Created various QT-based applications
Projects : Avengers infinity wars, Thor Ragnarok, Fast and furious 8

FX artist - Digital Domain

Oct 2014 - Jun 2016 | Vancouver

Created / optimized a lot of Houdini tools for various shows
Mastered most of the simulation solutions
Became a trusted teamplayer within the FX team
Projects : Pixels, Beauty and the beast, Deadpool, Rise of the Tomb Raider

FX artist - Image engine

Jan 2014 - Sep 2014 | Vancouver

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
Projects : Chappie, Child44, Teenage Mutant Ninja Turtles

FX artist - Digital domain

May 2012 - July 2013 | Vancouver

*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*

Projects : Ender's game

FX artist - MPC

Sep 2011 - April 2012 | London

*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*

Projects : Prometheus

VFX Generalist - BUF

Sep 2008 - June 2011 | Paris

*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*

**Projects : The darkest hour, Enter the void, Thor, Adèle Blanc Sec
Various Commercials**

Rendering TD - KFX/Lasimul

Jul-Aug 2008 | Paris

Rendering a real estate project in Vray

Visual effects on a short movie "Babylone"

March-April 2008 | Paris

Greenscreen/simple effects in after effects

Motion graphist - newPLV

Jan 07 to Feb 08 | Paris

*Creating simple ads of 15-30 seconds
Fast paced deliveries (half day/day turnaround)*

Recommendations

"Remi is an incredible TD. The tools that he creates are rock-solid and the code is clean. He's super quick at solving problems and can come up with some elegant solutions. On top of all this, Remi is a pleasure to work with."

Steve Shearston, FX Supervisor, Method Studios

"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