

Rémi PIERRE

FX TD / Pipeline TD

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Education

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

Software

Scripting & Programming
Python - PyQt/Pyside - VEX - csh
Frameworks
Houdini API - Nuke API - Shotgun
CG Software
Houdini - Maya - Nuke
Other
GIT - SVN - Pycharm - Test Driven Development

Interests

Video games Japanese animation
Board games Music
Cycling

Summary of qualifications

11 years of experience in films/commercials
Moved from artist to pipeline position
Proven skills in FX and automated tasks
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: Mother tongue

English: Fluent

Japanese: Elementary

Work Experience

Houdini pipeline TD - Method Studios

May 2018 - Now | Vancouver

General artist support for Houdini
Improved development skills
Got involved with Continuous Integration
Improved robustness of the pipeline
Created various tools

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 Wedging tools for Houdini
Learnt to use Houdini engine
Created tools/optimized a layout import system
Created various QT-based applications

Projects:

- Avengers infinity wars
- Thor Ragnarok
- Fast and furious 8

FX TD - 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 TD - 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 TD - 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 TD - 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**

Visual effects - 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**

- **Thor**

- **The History of Aviation**

- **Enter the void**

- **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 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