

1030, West Broadway
V6H 1E6, Vancouver, BC

+1604-561-2730

remi@remipierre.fr
www.remipierre.fr

Rémi PIERRE

Effects technical director



Summary of qualifications

8 years of experience in films/commercials
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 - **Pole3D** (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

Oct 2014 - now FX TD at **Digital Domain** in Vancouver (www.digitaldomain.com)
Created / optimized a lot of Houdini tools for various shows
Created clustering/wedging tools
Mastered most of the simulation solutions
Became a trusted teampayer within the FX team

Movies

- **Pixels** (Chris Columbus)
- **Deadpool** (Tim Miller)
- **Beauty and the beast** (Bill Condon)

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)
- **Teenage Mutant Ninja Turtles** (Jonathan Liebesman)
- **Chappie** (Neill Blomkamp)

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)

Summer 2004-2006 Webdesigning/advertising Internships

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

<http://www.linkedin.com/profile/view?id=17082926>

"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

<http://www.linkedin.com/profile/view?id=3509070>

"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." March 12, 2012

Joan Panis, Lead FX TD, MPC

<http://www.linkedin.com/profile/view?id=24548391>