

Benoît DELAUNAY

3D Generalist, Lookdev, Nuke & Pipe

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PROJECTS

[Legends Never Die](#) 2017

Compositing

Nuke

[Pipas & Douglas](#) 2016

Look dev, lighting, rendering and compositing

Guerilla, Nuke

[Mishimasaiko](#) 2014-2015

Look dev, lighting, rendering, compositing and scripts

Maya, V-Ray, Nuke, Mudbox, Mari, Photoshop, Python, mel, C++

[The Red Herring](#) 2013

Characters and props rigging, skinning and scripts

Softimage, Maxwell, Python

[Coors](#) 2012

Character rigging, skinning, scripts and first shot modeling

3DS Max, RPM, Maxscript

[Trois Petits Chats](#) 2012

Direction, modeling, skinning, look dev, lighting, rendering, compositing, scripts

3DS Max, V-Ray, Nuke, Photoshop, Maxscript

[Egaro](#) 2011

Rigging, skinning, look dev, lighting, rendering, compositing and scripts

3DS Max, mental ray, Nuke, Maxscript

[No Brain](#) 2010

Fractal sequence (1:40-2:04) concept, look dev, modeling, animation, rendering and compositing

Maya, mental ray, Mudbox, Photoshop, After Effects

[La Belette Entrée dans un Grenier](#) 2010

Modeling, animation, look dev, rendering and compositing

3DS Max, mental ray, After Effects, Photoshop

EXPERIENCE & STUDIES

Nuke Artist Passion Pictures in England 1 month (2017) [Legends Never Die](#)

3D Generalist Studio AKA in England 3 weeks (2017) Layout, look dev, lighting, rendering, compositing

3D Generalist 17 MARS in France 2 weeks (2017) Modeling, look dev, lighting, rendering

Look dev, Lighting & Compositing Supervisor Studio Hari in France 2 months (2016) [Pipas & Douglas](#)

Formation: Studio Lighting INA in France 1 week (2016) Photography, portrait, still life

Director of Photography Lardux Films in France 2 years (2014-2015) [Mishimasaiko](#)

Rigging Ink & Light in Ireland 8 weeks (2013) [The Red Herring](#)

Nuke artist DesignStudio in England 6 weeks (2013) Compositing

3D Generalist MFP in France 2 weeks (2013) Props, animation, lighting, rendering, compositing

3D Generalist ThreeDee in France 7 months (2013) Modeling, shading, VFX, lighting, compositing

3D Generalist Cube in France 5 weeks (2013) Shading, VFX, scripts

3D Generalist Nexus Productions in England 3 weeks (2012) [Coors](#)

3D Generalist Mazedia in France 6 weeks (2012) Modeling, shading

Student Volunteer Siggraph Vancouver and Los Angeles (2011 & 2012)

3D Generalist Mathematic Studio in France 2 months (2010) [No Brain](#)

Supinfocom Valenciennes 5 years (2007-2012) Graphic arts, live action, 2D animation, [Trois Petits Chats](#), [Egare](#), [La Belette](#)

Graphic arts course Sépia 1 year (2007) Drawing, painting, ink

Baccalauréat science with honors 2 years early (2006)

SKILLS & SOFTWARES

Good problem solving, knowledge of every step of the 3D pipeline, able to work in a team and independently, good stress and pressure management, multitasking and attention to detail.

Maya, 3ds Max, Softimage, Mari, Mudbox, Topogun

VRay, Arnold, Guerilla, Maxwell, Mental ray

Nuke, Combustion

Python, Cpp, Nuke gizmos, Maxscript, Mel, HTML, CSS, JS, django, SQL and shell

Photoshop, Illustrator, Final Cut, Avid, Lightworks

Windows, Mac OS and Linux

Fluent English, native French, notions of German, Irish and Chinese

Passion for ski and sport in general, board and video games, Hitchcock, hitchhiking, photography, food, competitive programming.