

resume

Vincent Girès

3d generalist

languages

French : mother tongue
English : working proficiency

adress 62 Chaussée de Boondael
1050 Brussels
phone +32 (0)484 29 20 19
e-mail vincent.gires@gmail.com
website www.vincentgires.com

Main skills

Lighting
Shading
Compositing

Software skills

3d **Maya - Blender**
Arnold / Cycles / MentalRay / Guerilla Render

compositing **Nuke**
After Effects

scripting **Python** for Nuke - Maya - Blender

Employment history

january 2012 - now
Belgium **nWave Digital**
Lighting and compositing on stereoscopic animated feature films
- The Son of Big Foot (lighting and compositing)
- Tuesday's Tale (compositing)
- The House of Magic (compositing)
- Sammy 2: Escape From Paradise (compositing)

january 2011 - december 2011
Luxembourg **Onyx Lux 3D**
Lighting & compositing : stereoscopic TV show "The Little Prince"

october 2010 - november 2010
Belgium **Victor Studio**
Lighting artist : stereoscopic 3D animated film "Santa's Magic Crystal"

november 2008 - november 2010
Belgium **Glucône**
3D generalist artist, After Effects

july 2008 - december 2008
Belgium **Real Reality**
Lighting lead and artist : feature film "Glenn, the Flying Robot"

february 2007 - march 2007
Belgium **Concepts Technique & Production**
3D generalist artist

Education

2007-2008 Institut des Arts de Diffusion (IAD)
Belgium Master « Infographie - Multimedia » with distinction

2004-2007 Institut des Arts de Diffusion (IAD)
Belgium Bachelor « Infographie - Multimedia »

2003-2004 Université Libre de Bruxelles (ULB)
Belgium Computer sciences

1997-2003 Athénée Charles Janssens (ACJ)
Belgium