

# Denis Baudin - Visual Effects Artist

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## Career Profile

I have a background in video game, I have been working around Europe; I arrive in Birmingham England to work at Codemasters on Rally, Shooter and MMO's Videogames. I have been freelancing as a 3D Generalist for almost two years, in London on commercial, film and Full CG production. I have rich experience that covers different aspects of CG development. My objective is to obtain a challenging position in the industry that will allow me to grow as an artist with the potential to advance into a leadership role.

## Professional Experience:

April 2013 – present 2013 - **Giant Flick Films LLC – USA.**

3D Generalist Lead

**Film: Sinbad: The Fifth Voyage:** Camera Animation, modelling, Texturing, Lighting, Rendering, Compositing.

April 2013 – present 2013 - **Time Based Art – London**

3D Artist Generalist

**Commercial: Vodafone:** Tracking, modelling, texturing, Lighting, Rendering. "Character modelling and hard surface"

July 2013 – August 2013 - **Partizan – London**

3D Artist Generalist

**Music Video: Dizzee Rascal feat Will I Am:** Tracking, modelling, texturing, Animation, Lighting, Rendering.

April 2013 – June 2013 - **Featherwax - London**

3D Artist Generalist

**The lost MagicLamp:** create Tracking, modelling, texturing, Lighting, Rendering.

May 2013 – June 2013 - **ButterflyCannon – London**

3D Artist Generalist

**Commercial: Whisky-Moet Champagne-Neutrogena:** Create Camera Animation, modelling, texturing, Lighting, Rendering, Compositing.

April 2013 – April 2013 - **PolarMedia – London**

3D Artist Generalist

**BP Technology Experience:** Create Camera Animation, environment, modelling, texturing, Lighting, Rendering, Compositing.

April 2013 - April 2013 - **Stickleback Productions - Birmingham**

VFX Supervisor

**Film: FLED:** Supervisor en set, environment, modelling, texturing, Lighting, Rendering, and Compositing CG.

Shown at London Sci-Fi Society 2013 48 hour film making

March 2013 – March 2013 - **MindCandy: – London**

3D Artist Generalist

**Game: Moshi Monster:** Create environment, assets, modelling, texturing, Lighting.

February 2013- February 2013 - **NomadEdit – London**

Nuke Artist

**Commercial: Apple Ipad Mini:** Compositing, Lighting, Keying, Rendering

October 2012 – May 2013 - **Anthem Studios – London**

3D Artist Generalist Lead

**Short Full CG: The Life of Bri and Chris:** Create environment, character, modelling, texturing, lighting, rendering

October 2012 - November 2012 - **Ormaq Worldwide Entertainment – London**

3D Stereo Conversion Artist

**Medical Animation:** *Shading, Texturing, lighting, rendering Stereo compositing*

October 2012 - October 2012 - **Ravensbourne – London**

3D Artist Generalist

**Short Film:** *Create environment “road”, modelling, texturing, lighting rendering, compositing*

July 2012 – October 2012 - **Dragone Studios- Belgium**

3D Lighting Artist/ Compositor Stereo

**Film: Wuhan 3D, Kung-fu panda:** *Lighting, shading of character and environment, compositing stereo*

July 2012 – August 2012 - **Ealing Studios– London**

3D Artist Generalist

**Short Film: Rondabot:** *Character, environment modelling, texturing*

Jan 2012- Feb 2012 - **Escape Studios - Mentored by Framestore - London**

3D Artist Generalist

**Create – one still, one shot, one product shot,** *Modelling, texturing, lighting rendering, compositing*

Nov 2009- July 2011 - **Codemasters.ltd – Leamington spa**

3D Artist

**Game: Lord of the rings, Flashpoint, dirt3, Formula one:** *2011 Create Weapons, Props, modelling, texturing, lighting*

Feb 2008-Sep 2011 - **Critical-point Game - Birmingham**

3D Artist

*Create Weapons, Props, modelling, texturing, lighting*

Mar 2008-Dec 2008 - **Byook Studios- Paris**

3D Artist

**Byook: Nintendo’s DS Game:** *Create Environment, texturing, lighting.*

June 2001 – September 2001 - **Heroufosse Communication S.P.R.L.**

**Comic book: Natacha:** *Serigraph*

## Computer Skills

Adobe Collection

Maya/ 3dsmax

Mental ray/Vray/Arnold

Mudbox/ Zbrush/Mari

Pftrack/Combustion/Nuke

Sony Vegas/Reelflow

Royal Render

Windows/Mac/Linux

## Technical Skills

Tracking

High-poly and low-poly modelling

UV’s unwrapping

Sculpting/Next-Gen

Texturing

Lighting

Rendering

Compositing

Stereoscopic/Anaglyphic

Experience with render farm

Experience with game-engine

**Education**

*Escape Studios*

2012 – 2012 VFX Production

*Autodesk*

2007 – 2008 VFX Special effects

*Royal Academy of Liege Arts*

2003-2006 MA in Art and media

*School 2000*

2008-2008 Certificate in English Language

*Universidad de Valencia*

2002-2003 Certificate in Spanish Language

*References Available Upon Request\**

