

Marie Angoulvant

3D Generalist - Asset Artist

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Skills

- Technical knowledge of a wide range of programs including:
 - Autodesk Suite (specializing in Maya)
 - Z-Brush
 - Adobe Suite
 - Agisoft Photoscan
 - Allegorithmic Suite
 - Mari
 - Houdini
 - V-Ray, Arnold, and Renderman
- Several years experience working in leadership positions and with teams to create visually appealing, photoreal imagery
- Self motivated, able to excel both in solo roles, and as part of a team
- Able to work well under pressure and with tight deadlines
- Fluent in French (native) and English (19 years)

Experience

Mr.X VFX / Asset Artist

October 2019 - PRESENT, Montreal, Canada

- Created assets for use in TV shows including The Alienist: Angel of Darkness
- Modeled, textured, and lookdeved assets for use in a VFX pipeline. Made assets for use both with plates and in full CG shots
- Worked with production team to design new buildings and environments following client input and ideas

HISTOVERY / 3D Generalist → Lead Graphic Artist

May 2017 - September 2019, Paris, France

- Worked with a team of artists to create photoreal recreations of historical objects and settings. Responsible for the creation of entire environments across locations and time periods, ranging from medieval fortresses to World War II field hospitals
- Modeled, textured, lit, rendered, and composited scenes for use in HistoPad applications
- Coordinated with historians to ensure complete historical accuracy
- Incorporated new techniques and ideas into pipeline, aided in communication between art team, managers, and application developers
- Began in 2017 as 3D Generalist, was promoted to Lead Graphic Artist in May 2019

KEED LLC. / Modeler and LookDev Artist

October 2016 - April 2017, Denver, USA

- Collaborated with directorial team and concept artists to create visual elements for animated short "PURE"
- Worked with directorial team and artists to establish a pipeline and visual look for the short
- Modeled props, environment pieces, and characters

THE MOLECULE VFX / 3D Intern

May 2015 - August 2015, New York, USA

- Worked with composers and 3D artists to create a variety of visual effects for film and TV
- Modeled props as needed for compositing

Education

University of Colorado / 3D Animation (major) Art History and Leadership Studies (minors)

August 2012 - May 2016, Denver, USA