

Aurélie MONFAIT

Senior Environment Texture Artist

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OBJECTIVE

Looking for a challenging position of surfacing artist on stimulating projects in a progressive and creative environment.

QUALIFICATIONS

- Over 7 years professional industry experience in feature films and animation movies
- Experienced in texturing, shading, camera mapping, touchup and matte painting
- Sense of details and organized, effective time management to meet time-sensitive deadlines
- Swiftiness and efficiency
- Comfortable within a team and effectively able to work independently

WORK EXPERIENCE

FEATURE FILMS

Matte painting artist october 2011 – november 2011

The Lorax, by Chris Renaud

Universal Picture and Illumination Entertainment production

Illumination Mac Guff, Paris, France

Lead environment and props texturing, cammapping artist june 2010 – october 2011

The Lorax, by Chris Renaud

Universal Picture and Illumination Entertainment production

Illumination Mac Guff, Paris, France

Senior environment and props texturing June 2008 - may 2010

Despicable Me, by Pierre Coffin and Chris Renaud

Universal Picture and Illumination Entertainment production

Mac Guff Ligne, Paris, France

Senior character surfacing and environment texturing october 2006 - october 2007

Dragon Hunters, by Guillaume Ivernel and Arthur Qwark

Mac Guff Ligne, Paris, France

Surfacing, modeling, lighting and compositing september 2004 - June 2006

Azur et Asmar et la fée des Djins, by Michel Ocelot

Nord-Ouest production

Mac Guff Ligne, Paris, France

SHORT FILMS

Senior environment and props texturing May 2010 - june 2010

Banana/Home Makeover/Orientation day, Despicable Me dvd

Mac Guff Ligne, Paris, France

Character and environment texturing november 2007

Nicolas et Guillemette, by Virginie Taravel

Props and environment surfacing, lighting july 2006 - september 2006

Pat & Stan et le trésor de Pit et Mortimer, by Pierre Coffin

26 minutes movie for french tv - Mac Guff Ligne, Paris, France

TELEVISION

Texturing march 2008 - june 2008

L'Odysée de l'amour, TV documentary

Mac Guff Ligne, Paris, France

Senior character texturing, surfacing and hairs january 2008 - february 2008

Aubert, 3 shorts films for TV advertising

Lighting, compositing july 2004 - august 2004

Minuscule, tv pilot

Mac Guff Ligne, Paris, France

EDUCATION

2012 - English language and litterature, General (January to April)

St Giles International, San Francisco, California

2004 - Diplôme d'état en infographie (computer graphics diploma)

École des Métiers de la Création Infographique (EMCI), Angoulême, France

2003 - Diplôme des Métiers d'Art (DMA) en illustration (Degree course in arts and craft in illustration)

École Nationale Supérieure Estienne, Paris, France

2001 - Bac STI Arts Appliqués (french high school diploma in art)

École Nationale Supérieure Estienne, Paris, France

SKILLS (Linux/Windows/Mac OS)

Strong knowledge

Photoshop - Maya - MGLR (Mac Guff Ligne proprietary software of surfacing and lighting) - Trukor (Mac Guff Ligne proprietary software of compositing) - UV Layout - Crazy Bump

Basic knowledge

Mari 3D - Zbrush - BodyPaint 3D - DeepPaint - After Effect - Premiere

LANGUAGE

French native - English

INTERESTS

illustration - figure drawing - photography - cinema - sport (rock climbing, rollers skating, swimming, trekking, bike riding) - art exhibitions - music