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# Alexandre AILLET

Address : #2 1767 Amherst / Montréal, Québec / H2L 3L7 / CANADA

## GOAL

- A **FX animator / technical director** position on vfx projects. Working in a creative and innovative environment, where I can use my problem-solving proficiency as well as my technical adaptability to create visual effects with an emphasis on both aesthetic and believability.

## WORK EXPERIENCE

### **Mokko Studio / Montréal, CANADA / August 2010 – May 2014 :**

- **Compositor** for "Kidnapping Freddy Heineken" (feature film).
- **Compositor** for "Serena" (feature film).
- **Compositor** for "Jupiter Ascending" (feature film).
- **Compositor** for "X-Men : Days of Future Past" (feature film).
- **VFX artist** for "La belle et la bête" (feature film).
- **VFX artist** for "Cosmos : A Space-Time Odyssey"" (TV series).
- **VFX artist** for "Aliens : The Definitive Guide" (TV mini series).
- **VFX artist** for "Dragons : Real Myths and Unreal Creatures" (short).
- **VFX artist** for "Riddick" (feature film).
- **Pipeline TD** for "Riddick" (feature film).
- **VFX artist** for "Underworld, Awakening" (feature film).
- **TD generalist** for "Podcats" season 2 (animated series).
- **VFX artist** for "Coeur migratoire" (music video).
- **VFX artist** for "Dinosaur Revolution" (TV series).

### **Antéfilms Studio / Angoulême, FRANCE / December 2004 – August 2009 :**

- **CG generalist** for "La Terre perd le nord" (scientific documentary).
- **Lighting / FX / compositing artist** for "Bunny Maloney" (animated series).
- **Lighting / FX / compositing artist** for "Code Lyoko" (autostereoscopic video clip).
- **Technical artist** for "Bunny Maloney" (animated series).
- **CG generalist** for "Fantastic Four" (animated series).
- **FX / compositing artist** for "Code Lyoko" season 4 (animated series).
- **FX / compositing artist** for "Code Lyoko" season 3 (animated series).
- **CG modeller** for "Pet Alien" (aka "Alien Bazar") season 2 (animated series).
- **FX / compositing artist** for "Code Lyoko" season 2 (animated series).

## QUALIFICATIONS

- Experience in producing effects such as smoke, dust, liquid simulation with the use of different dynamic solvers.
- Experience with different node-based compositing software and a solid understanding of the compositing process.
- Broad knowledge that covers many CG areas (modelling, rigging, animation, scripting, lighting, rendering).
- Flexible and intuitive enough to quickly handle new software / scripting language / workflow.
- Curious with strong willingness to learn from others and understand how things works.
- Team oriented with great interpersonal skills, also capable to work independently.
- Well organized hard worker able to prioritize multiple tasks, take direction and work under pressure.

## SKILLS

- **3D** : Houdini, Maya, Softimage (ICE), Naiad.
- **2D** : Nuke, Fusion, Combustion, Photoshop.
- **Renderer** :Mantra, Mental Ray, Renderman.
- **Scripting languages** : Python, Hscript, Mel Script, JavaScript and VBScript (Softimage oriented), EyeonScript.

## EDUCATION

**D**iplôme de fin de cursus / ESRA Bretagne / Rennes, FRANCE / October 2001 – June 2004 :

- French equivalent to a **3-years bachelor degree in computer animation**.

**D.E.U.G** MIAS / UFR Sciences et techniques / Nantes, FRANCE / September 1999 – June 2001 :

- French equivalent to a **2-years university degree specializing in computer science and applied mathematics**.

**B**accalauréat scientifique / Saint Joseph du Loquidy / Nantes, FRANCE / June 1999 :

- French equivalent to a **high-school diploma specializing in physics and chemistry**.

## FEATURES & AWARDS

**3D Creative** :

- Featured in "3D Creative", November 2007 issue, for winning the first place in the "Hyena : stylised animal contest".
- Featured in the December 2007 issue, for the making-of that specific illustration.

**Pixel** :

- Featured in "Pixel" (France), February 2004 issue, for a MEL Script called "FoeniX Skeleton" (automated character rigging and animation system for Maya).

## REFERENCES

- Available upon request.