

LEE GEERTSEN

PIPELINE TD

GET IN TOUCH



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@lgeertsen



lgeertsen

PROFESSIONAL EXPERIENCE

R&D Intern

July 2019 - September 2019 | Mikros Images, Paris, France

Worked on the desktop application Meshroom for the open source photogrammetry software Alicevision. Added threading for computing tasks, redesigned the graph editor & installed an Opencue renderfarm.

EXPERIENCE

Pulsar | Open source pipeline tool

Used for the short films of ArtFx of 2020

Vyewer | Open source review tool

Tool to review images and sequences with people across the world with synchronized playback

MagnetAR | AR driven camera animation

Tool to animate cameras in 3D software (Maya, Houdini, Blender) with to use of AR on a mobile phone

Tractor | Render farm

Deployed Tractor at ArtFx to render the short films of ArtFx of 2020. Created custom submitters for Houdini, Maya & Nuke

EDUCATION

Master VFX & Game Programming

2018 - 2020 | ArtFx | Montpellier, France

Bachelor Computer Science

2015 - 2018 | University of Montpellier | Montpellier, France

1st Year Bachelor Applied Mathematics & Physics

2014 - 2015 | University of Montpellier | Montpellier, France

Scientific baccalauréat diploma with specialization in engineering and mathematics

2012 - 2014 | High School Joseph Vallot | Lodève, France

SKILLS

- Python, QML, Javascript, React, C++, C#, SQL, NoSQL
- Houdini, Maya, Nuke, Clarisse, Unity, UE
- Linux, Windows

LANGUAGES

English: Fluent
French: Fluent
Dutch: Native

HOBBIES

Snowboard, DJ, Mixology