LEE GEERTSEN

PIPELINE TD

GET IN TOUCH

📍 Montpellier, France

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in @lgeertsen

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PROFESSIONAL EXPERIENCE

Developer | Pipeline TD
June 2020 - Present **|** ArtFx, Montpellier **|** France
Working on tools for the school's administration & developing the school's production pipline.

R&D Intern
July 2019 - September 2019 **|** Mikros Images **|** Paris, France
Worked on the desktop application Meshroom for the open source photogrametry 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 image review tool
Tool to review images and sequences with synchronised playback of multiple videos. With possibilty to draw on videos and export frames

MagnetAR | AR driven camera animation
Tool to animate cameras in 3D software (Maya, Houdini, Blender) with the 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