



LEO CHABRIER

FX - CFX

PIPELINE - RND - DEVELOPMENT

LIGHTING - RENDERING - COMPOSITING

SOFTWARES AND TOOLS

-  - Autodesk Maya
-  - Autodesk Mudbox
-  - Pixar RenderMan
-  - The Foundry Mari
-  - The Foundry Nuke
-  - Side Fx Houdini
-  - Adobe Substance 3d Painter
-  - Adobe Photoshop
-  - Adobe Indesign
-  - Pixologic Zbrush
-  - Python
-  - Qt Designer
-  - E-on Plant Factory
-  - Blackmagic Design Davinci Resolve
-  - Unreal Engine

CONTACTS



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- <https://www.artstation.com/leochabrier5>



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- <https://vimeo.com/854371565>



- LINKEDIN QR CODE

- ART STATION QR CODE

- VIMEO QR CODE

ABOUT ME

Recently graduated with a master's degree in 3D animation and special effects, I am ready to enter the workforce and put my skills to use. My passion for my profession and everything related to imagery, my ability to adapt to various constraints independently, and my capacity to optimize my work for organized teamwork are my main strengths.

VFX and 3D animation are not my only passions. I am also enthusiastic about photography, sports of all kinds, history, and martial arts.

PROFESSIONAL EXPERIENCES

• Graduation movie 2022-2023

«Langor» - ESMA Nantes

- Co-director
- Pipeline TD
- Development & RnD
- FX/CFX TD
- Lighting/Rendering/Compositing
- Surfacing, set dressing, modeling

• Internship june-july 2022

«Flipou» short film - ESMA Nantes

- FX
- Lighting/Rendering/Compositing

• Burger King's Employee february-august 2018

Nantes, France

• McDonald's Employee june 2017-january 2018

Nantes, France

STUDIES

• Master's degree in animation and visual effects

ESMA Nantes, France

• Literary baccalaureate

High School Diploma,

Lycee La Colinière, Nantes, France