Liam **Collod**
Software developer - VFX artist

⌂ France - Lyon (remote only)
🌐 https://liamcollod.xyz
✉ contact@liamcollod.eu

I am a versatile image maker; whose skills balance between art and technology. I take interest in image-related topics like lighting, compositing, colour-management but also technical topics like pipeline infrastructure and programming workflows. I strongly care for the human experience and our relation with the craft which I try to share as much as possible. Wether it's writing documentation, creating tutorials or simply open-sourcing my code and making it accessible.

Experiences

Prose on Pixels - Freelance

05/2025 - currently
Tasks

Pipeline TD

Pipeline maintenance, tool development, pipeline architecture.

Mikros Animation - Resident

07/2023 - 03/2025
Tasks

Software Developer

As part of the cross-show SLRC team.

Mikros Animation - Intermittent

05/2022 - 07/2023
Projects TMNT Mutant Mayhem
Tasks

Compositing TD

Nuke Pipeline maintenance.
Support for the compositing team.

Lighting TD

Katana Pipeline maintenance.
Support for the lighting team.

+ Substance Painter pipeline maintenance

Mopa School - Freelance

12/2023 - 12/2023
Tasks

Lighting Speaker

Review and support for their short-film project.

Ynov Campus - Freelance

11/2022 - 03/2023
Tasks

Environment Art Teacher

Overview of the general pipeline required for building environment in VFX.
Support for their short-film project.

WorldWideFX UK - Freelance

09/2021 - 05/2022
Projects The Offering
Tasks

Shot Lighting
Lighting slampcomps
Lighting TD

Katana tools development for workflow efficiency.
Katana lighting template.

CpasDec x Stim Studio

04/2020 - 09/2021
Projects A Kitchen Life, Witches, Squad
Tasks

Set Surfacing Supervision

Managing dailies reviews.
Assigning surfacing tasks and shot-surfacing management.

Shot Lighting, Shot Compositing.
Generalist TD

DCC tools development for workflow efficiency.
Katana templates (lookdev, lighting).
Katana Instancing pipeline.

Skills

DCCs	Programming	Topics
Katana, Nuke, Maya, Mari, Substance Painter, Blender, Redshift, Arnold.	Python, Lua, Qt, OpenImageIO, OpenColorIO, Katana, Nuke, Maya, Git, Rez.	Compositing, Lighting. Surfacing, Colour-Science, Photography, Graphic Design.

Projects

- Photography: liamcollod.xyz/work/photography
- Programming: github.com/MrLixm
- JDLL 2025: liamcollod.xyz/resources/jdll2025
- VFX: artstation.com/monsieur_lixm

Education

Bellecour Ecole 2017-2020
Bachelor 3D - Image
Traditional arts formation.
Generalist 3D - VFX formation.