



Raphael Lowe

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Profile & Objective

Passionate 3D generalist with experience at Jellyfish creating crowds for DreamWorks' award-winning *How to Train Your Dragon: Homecoming* and performing quality control and animation bug-fixing at Mac Guff Belgium for their major feature film, *Around The World*, coming to the end of production.

Now looking for my next opportunity with an innovative studio to further develop my niche skills and career.

Technical Skills

3D & 2D Programs

Maya (Mash and Xgen included), Houdini, Nuke, SpeedTree, Zbrush, Mudbox, Photoshop, Premiere, Mari, Redshift, Shotgun.

Graphic Skills

Modeling, Crowds, Quality Control, Rendering, Texturing, Set-dressing, Lighting, Groom.

Languages

English: Fluent
French: Native

Spanish: Fluent
Flemish: Basic

Work Experience

2020: Mac Guff Belgium: *Around The World*

Quality Check: Building the scenes to latest versions, set-dressing, fixing animations and bugs, problem solving, rendering.

2019: Jellyfish Pictures: *How To Train Your Dragon: Homecoming (DreamWorks)*

Crowd FX: Creating and managing crowds, fixing lighting and animation issues.

Education

2016 – 2019: BA in 3D Animation and Modeling, University Of Hertfordshire:

Animated Thinking: Histories Theories, Contexts.
CG Practices and Techniques.
Digital Art.
Creativity, Concept and Story.
Moving Image.

2010 - 2016 Collège Don Bosco, Woluwe St Lambert, Belgium:

Certificat d'enseignement secondaire supérieur – specialisation in Applied Sciences.

Interests and Activities

Playing music, cycling/skateboarding, cooking, travelling, table-top games with friends.