Raphael Lowe

Place of Birth:	London, UK
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Profile & Objective

Passionate 3D generalist, specialised in environments and with experience in background optimisation at Blue Spirit on multiple series (notably with Netflix), at Jellyfish creating crowds for DreamWorks' award-winning *How to Train Your Dragon: Homecoming* and performing quality control at Mac Guff Belgium for their feature film, *Around The World*.

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 et Xgen inclus), 3DsMax, Houdini, Nuke, SpeedTree, Substance Designer, Zbrush, Photoshop, Premiere, Redshift, Shotgun.

Graphic Skills
Modeling/Texturing, Procedural Work, Crowds, Rendering, Set-dressing, Lighting, Bug-fixing.

Languages

English: Fluent
French: Native

Spanish: Fluent
Flemish: Basic

Work Experience

2021: Blue Spirit: *Multiple Series (Netflix)* – France

Background Optimisation: Optimisation/modeling, bug-fixing, procedural simulations and rendering on 5 series.

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: CESS Applied Sciences, Collège Don Bosco – Belgium

Interests and Activities

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