



Raphael Lowe

Place of Birth: London, UK

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Profile

Passionate 3D Generalist with 5 years experience working on an array of problem solving tasks; I've come to love the diversity of challenges I can put my technical skills against. My ambition to have the shots looking their best has pushed me to find clever ways of fixing errors such as Anim intersections, ground contacts, unwanted motion blur, broken constraints, missing textures, heavy environments and simulations, pipeline issues etc.

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

Technical Skills

Programs:

Maya (MASH included), Katana, Houdini, SpeedTree, Nuke, Substance Designer, Photoshop, Premiere, Shotgun.

3D Skills:

Anim/Pipeline/Environment fixes and optimisation, Environment modeling, Procedural (grass, basic crowds, vegetation). Basic render wrangling.

Experience

2022-2023: DNEG: *Under The Boardwalk, Nimona, Garfield* - UK

Sweatbox TD, bug-fixing, Anim corrections.

2021: Blue Spirit: *Blue Eye Samurai* and 4 other series - France

Background optimisation and rigging, bug-fixing, procedural simulations, development and rendering on 5 other series.

2020: Mac Guff: *Around The World* - Belgium

Quality check, scene building to latest versions, set-dressing, bug-fixing and Anim QC and rendering.

2019: JellyFish Pictures: *HTTYD: Homecoming* - UK

Crowd FX work in MASH procedural generator, fixing lighting and animation.

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.

Languages & Interests

Languages:

Fluent in English, French, Spanish
Baisc Dutch.

Hobbies:

Social events, Game-dev., D&D, Heavy-metal,
Retro games.