

# ROUVIERE PAUL



## CONTACT

+33 638539043  
paulrouviere2@gmail.com  
Montpellier, France

## PROFIL

- Junior visual researcher in lighting and compositing, contributing to the artistic direction and technical quality of 3D animated images.
- Creative consultant on scene assembly, layout, and environment design, contributing to the overall atmosphere and technical stability of shots.
- Currently working as a freelance artist on a commercial project, while continuing to explore visual storytelling and real-time rendering tools.

## EDUCATION

- **MASTER'S DEGREE IN 3D ANIMATION AND VFX – RNCP LEVEL 7**  
2024 - 2025  
École Brassart Montpellier
- **BACHELOR'S DEGREE IN 3D ANIMATION AND VFX – RNCP LEVEL 5**  
2020 - 2024  
Ecole Brassart Montpellier
- **BACCALAURÉAT**  
2020 Scientific track - with Honours  
Lycée Champollions Lattes

## PROFESSIONAL EXPERIENCE

- **FREELANCE ARTIST & FOUNDER**  
2025 June - 2025 September
  - Created my own company to manage freelance projects. Currently leading a commercial project for a casino, handling everything from the initial idea and client contact to the full creative process and final delivery.
- **ANIMATION FIRST FESTIVAL – NEW YORK**  
2023 - 2024 - 2025
  - Artist 2023, 2024 (also Lead Coordinator 2024), Artist 2025
  - Participated as an artist and event online coordinator
- **COEUR DE VILLE EN LUMIÈRE - MONTPELLIER**  
2024
  - creating a 3D animation projected onto city walls at night.

## PERSONAL QUALITIES

- Strong attention to detail and creativity
- High level of discipline and determination
- Team spirit and strong interpersonal skills
- Curious and eager to learn

## TECHNICAL SKILLS

- 3D Software: Maya, Houdini, Blender
- Compositing & Rendering: Nuke, V-Ray, Arnold, RenderMan
- Additional Tools: Adobe Suite (Photoshop, After Effects, etc.), Gaea, SpeedTree, Unreal Engine, Shotgun

## LANGUAGES

- French native
- English B2
- Spanish B1

## INTERESTS

- Hiking, mountains
- natural environment
- photography
- music
- sports