

## resume

### Vincent Girès

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3d generalist

languages

French : mother tongue  
English : working proficiency

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e-mail vincent.gires@gmail.com  
website www.vincentgires.com

### Main skills

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**Lighting**  
**Shading**  
**Compositing**

### Software skills

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3d **Maya - Blender**  
**Arnold / Cycles / MentalRay / Guerilla Render**

compositing **Nuke**  
**After Effects**

scripting **Python** for Nuke - Maya - Blender

### Employment history

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january 2012 - now  
Belgium **nWave Digital**  
Lighting and compositing on stereoscopic animated feature films  
- The Son of Big Foot (lighting and compositing)  
- Tuesday's Tale (compositing)  
- The House of Magic (compositing)  
- Sammy 2: Escape From Paradise (compositing)

january 2011 - december 2011  
Luxembourg **Onyx Lux 3D**  
Lighting & compositing : stereoscopic TV show "The Little Prince"

october 2010 - november 2010  
Belgium **Victor Studio**  
Lighting artist : stereoscopic 3D animated film "Santa's Magic Crystal"

november 2008 - november 2010  
Belgium **Glucône**  
3D generalist artist, After Effects

july 2008 - december 2008  
Belgium **Real Reality**  
Lighting lead and artist : feature film "Glenn, the Flying Robot"

february 2007 - march 2007  
Belgium **Concepts Technique & Production**  
3D generalist artist

### Education

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2007-2008 Institut des Arts de Diffusion (IAD)  
Belgium Master « Infographie - Multimedia » with distinction

2004-2007 Institut des Arts de Diffusion (IAD)  
Belgium Bachelor « Infographie - Multimedia »

2003-2004 Université Libre de Bruxelles (ULB)  
Belgium Computer sciences

1997-2003 Athénée Charles Janssens (ACJ)  
Belgium