

Florian Girardot

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Digital Image / Virtual reality

Experiences :

- 2011-12:** Matte-Painting Compositor, on "Madagascar 3" at DreamWorks Animation (India).
Matte-Painting Compositor, on "Puss in Boots" at DreamWorks Animation (India).
Matte-painting Compositor trainee at DreamWorks Animation (Los Angeles).
- 2010 :** Post-Production teacher at Arts et Technologies de l'Image, University of Paris 8 (Paris).
Director of an institutionnal movie for Fleury Goutte d'or center for the Mairie de Paris.
Digital compositor/Flame Artist on "Le grand bain" directed by Tom Gargone (Paris).
Training course on FLAME/SMOKE at Teletota (Paris).
Creation of IAM4live, theater performance with virtual reality (2 prizes, Los Angeles and Paris)
Digital Compositor for 2P2L (Paris).
Digital compositor on "Métal Hurlant", for WE production (Paris).
Creation of 'Lost luggage', interractive light sculpture (Greece)
Director of Maestro Moustache (selected at SIGGRAPH 2010 in Los Angeles).
Live concert photographer for ATLA school and Fleury Goutte d'Or center(Paris).
- 2009 :** Director of Gustave-Gaspard Coriollis (2 prizes at "Festival du film d'un jour").
Digital compositor for Cassiopea Studio (Lyon).
Development for BRICKaBREAK project, virtual interractive installation.
- 2008:** Digital Compositor for the UNIGHTED party in Stade de France, at Sabotage Studio (Paris).
Post-production training course at Sabotage Studio (Paris).

Skills:

Post-production : Compositing, color correction, keying, 3D integration, camera projection, stereoscopy skills, motion design, world creation, VFX, editing.

Softwares : Nuke, Flame, Smoke, After effects, Premiere pro, Final cut.

Still/2D : Color correction, FX, Layout, logo and interface design.

Softwares : Photoshop, Illustrator, Indesign.

Programming : Virtools schematics, python, Compositing & 3D scripting.

Languages: VIRTOOLS, VSL, MelScript, JavaScript, Python.

3D : VFX, Lighting, modeling, texturing, stereoscopy.

Softwares : Maya, RealFlow, Virtools, Unity, Maxwell Render, VUE.

Photography : Numeric and argentic shooting & develop.

Production skills : pipeline developement, R&D, technical supervising, multi-task handling, "customer first" mentality, positive attitude, troubleshooting and debbuging skills. Good knowledge of the VFX and animation environment, pipeline and workflow.

Education:

2009-11 : M.A. degree with honours in Arts et Technologies de l'Image, University of Paris 8 (FR)

2008-09 : B.A. degree with honours in Arts et Technologies de l'Image in University Paris 8 (FR)

2006-08 : DUT Service, Networks and Communication, IUT of Chambéry (FR)

References :

Philippe Gluckman, Studio Creative Director at DreamWorks Animation. philippe.gluckman@pdi.dreamworks.com

Steven Albert, Matte-Painting supervisor at DreamWorks Animation. steven.albert@dreamworks.com