



# DENIS HÉNON

Character FX Artist



## PROFILE

I have been working in the film industry for about 3 years and now I would love to work in another good company. I'm currently learning C++ & also developing tools to improve my friend's workflow.



## CONTACT ME



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## PROFESSIONAL SKILLS

- PHOTOSHOP/ILLUSTRATOR
- 3DSMAX/MAYA/XSI
- UNREAL ENGINE
- AFTER EFFECTS
- NUKE
- MARVELOUS DESIGNER
- LEARNING C++
- SCRIPTING MAXSCRIPT



## WORK EXPERIENCE

- THE THIRD SAS / 2013 - CURRENT  
Freelance: Working on Real-Time application, VR & 3d Rendering for Real Estate.
- ILLUMINATION MAC GUFF / SEPT 2014 - JAN 2016  
Character FX Artist: Character FX on "The Secret Life of Pets" and "Sing" including hair, fur & cloth simulation.
- MIKROS IMAGE / MAR 2014 - AUG 2014  
Character FX Artist: Character FX on "Asterix The Land of the Gods" including hair & cloth simulation.
- ILLUMINATION MAC GUFF / NOV 2012 - APR 2013  
Character FX Artist: Character FX on "Despicable Me 2" including hair & cloth simulation.
- STEREOGRAPH / JULY 2012 - SEPT 2012  
Student Internship: 3D Modeling/Texturing for Real-Time application on Architectural Projects.
- STUDIO REDFROG / JULY 2011 - SEPT 2011  
Student Internship: Rendering/FX/Compositing on the animated series Garfield.



## EDUCATION

- MASTER'S DEGREE / SEPT 2010 - MAY 2015  
Pôle IIID: Graduated with a Master Degree in 3D Computer Graphics
- BACHELOR'S DEGREE / SEPT 2007 - JUNE 2010  
Pôle IIID: Graduated with a Bachelor's Degree in 3D Computer Graphics
- LYCÉE / SEPT 2004 - JUNE 2007  
Lycée Saint-Jacques: High School Diploma in Litterature



## REFERENCES

- MILAN VOUKASSOVITCH  
Character FX Department Supervisor at Illumination Mac Guff.  
\*\*\*\*\*@GMAIL.COM
- DAVID RODRIGUES  
Character FX Supervisor at Illumination Mac Guff.  
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