

Software : Houdini, Nuke, Unreal, Substance, AfterFX, Resolve

Coding : VEX, C#, Javascript

VFX Houdini, compositing

Mégantic, series, Also Productions, TVA	AA Studios	38 shots	2021-2022
IXE-13, series, Sphère Media, Club illico	AA Studios	12 shots	2023
Anna & Arnaud, series, Pixcom, TVA	AA Studios	5 shots	2022
Temporel, mapping, Phosphen, SAT	AA Studios	6 shots	2023-2024
Drazilion, series, Encore, Télé-Québec	AA Studios	4 shots	2023
O Horizon, film, Madeleine Sackler	AA Studios	5 shots	2023
Se fondre, film, Simon Lavoie	AA Studios	9 shots	2023
Amityville Curse, film, Éric Tessier	AA Studios	3 shots	2023

VFX compositing

True North 4-5-6, series, Sovimage, SRC	AA Studios	53 shots	2019-2020
Babysitter, film, Monia Chokri, Sundance 2022	AA Studios	5 shots	2021
Can You Hear Me 3, series, Trio Orange, Netflix	AA Studios	22 shots	2021
Bête noire, series, Encore, Séries Plus	AA Studios	21 shots	2021
Nadia Butterfly, film, Pascal Plante, Cannes 2020	AA Studios	5 shots	2020
The 422, series, Blachfilms, Télé-Québec	AA Studios	12 shots	2019
Morning Show, series, Apple TV	AA Studios	15 shots	2019
Edgar, series, Zone 3, Crave	AA Studios	30 shots	2019
Lost Beasts of the Ice Age, series, Science	AA Studios	15 shots	2018
Ads François Bellefeuille, Poche & Fils	KOZE	2 x 30 sec	2017

Mapping shows : C4D, compositing

Astronaut David St-Jacques, Oasis Immersion	Halo	1 min / 15	2020
Sangue e Arena, Rome Colosseum	Graphics eMotion	3 min / 26	2018
Mirror Maze, Beijing Light Festival	Lucion	1 min / 5	2018
Shadow Play, Art Museum of Shanghai	Lucion	2 min / 5	2018
WW1 remembrance, Arras, France	Lucion	5 min / 18	2017

Direction, scriptwriting, editing

36 short movies directed in Montreal, Geneva, Brussels, Vienna, Bordeaux, Normandy	Kino	203 min	2008-2019
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Color grading

Comedy show of Alexandre Barrette	Peak	2 x 45 min	2015
Cuisine futée, series, O'Gleman Diaz	Peak	7 x 23 min	2015
Ma maison rouge, series, Zone 3	Peak	5 x 45 min	2015

Camera and editing

Les Affaires, AutoGo, Coup de pouce, SAQ, Telus ...	TC Media	18 x 3 min	2013-2014
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Editing and color grading of shows

Stéphane Rousseau, Cavalia, Les Belles-soeurs ...	Codebar Media	6 x 52 min	2010
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Editing of music ads

Grand Corps Malade, Philippe Katerine, Fakoly	Universal Music France	3 x 30 sec	2010
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Studies

Bachelor of Arts in cinema 3 excellence mentions	Université de Montréal		2007-2010
Certificate in scriptwriting	UQAM		2005-2006
DEC in cinema 2 excellence scholarships	Collège Édouard-Montpetit		2003-2005

Conference

CAFÉ-VFX Presentation of the visual effects of Mégantic series	AA Studios	30 min	May 2023
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Trainings

Visual effects

Houdini, USD for 3D artists, François Lord	NAD	5 x 3h	2023
Houdini, oceans and liquids, Christian Gaumond	NAD	7 x 3h	2022
Houdini, intensive training, Vincent Fortin	NAD	3 months	2021
Unreal, lighting, David Dionne	NAD	7 x 3h	2023
Unreal, intro	NAD	8 x 3h	2019
Substance Painter and Designer	NAD	8 x 3h	2020
Nuke, advanced and intro, Marc Morissette	NAD	14 x 3h	2016
Nuke, keying, Xavier Bourque	NAD	8h	2020
Unity, game prototypes in C#	Udemy		2016-2019
AfterFX, web trainings	VideoCopilot		2005-2016

Color grading

DaVinci Resolve, Mathieu Marano	INIS	2 x 8h	2012
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Editing

Adobe Premiere	FC MTL	2 x 8h	2011
Avid DS + Media Composer	NAD	10 x 8h	2005

Cameras

RED Scarlet	Video MTL	4h	2013
Canon C300	Main Film	4h	2013
Canon DSLR	Final Cut MTL	4h	2011