



# FX/TD Artist

# VERDIER Clément

## CONTACT

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## SOFT SKILLS

- Autonomy
- Teamwork
- Adaptability
- Problem-solving
- Attention to detail

## LANGUAGES

- French : Native
- English : B2
- Spanish : A2

## INTEREST

- Sport
- Travelling
- Coding
- Socializing
- History

## REFERENCE

- DORNEL Valentin  
FX/IA Artist  
[valentin.dornel@gmail.com](mailto:valentin.dornel@gmail.com)

## PROFILE

TD/FX Artist focused on procedural effects, simulation, and tool development. I enjoy building efficient setups, solving technical challenges, and creating practical tools that support production workflows.

## TECHNICAL SKILLS

- PROCEDURAL FX & SIMULATION (Destruction, Smoke, Fire, Water)
- CODING & PIPELINE (Python, VEX)
- USD WORKFLOWS
- COMPOSITING (Pre-comp)
- 3D GENERALIST TASKS (Modeling, LookDev, Layout)

## SOFTWARES

### Primary

Houdini  
Nuke  
Maya  
DaVinci Resolve  
USD

### Renderer

Arnold  
Karma/Mantra  
Redshift  
3Delight  
Vray

### Others

ComfyUI  
VS Code  
Unreal  
Blender  
Adobe Suite

## EXPERIENCE

### 3D Generalist Internship

- BUF Compagnie | Paris   
July 2025 - Aug 2025

Contributed to De Gaulle (Part 1 & 2) through rotoscoping and plate preparation, while quickly adapting to BUF's proprietary VFX pipeline and internal tools.

### Summer Work

- Various Seasonal & Student Roles | Multiple Companies  
July 2020 - Aug 2024

Demonstrated adaptability and autonomy across seasonal roles in fast-paced environments, with a strong focus on teamwork, efficiency, and continuous improvement.

## EDUCATION

- ARTFX School | Master in Digital Directing  
2021-2026
  - FREQUENCY | Fx Artist, Pipeline manager, Cameraman, Key Grip
  - HOME SICK | Fx Artist
  - CINEMED | CG Generalist