

Bertrand Bry-Marfaing

Curriculum Vitae

Contact

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Work Experience

Lead Lookdev TD, Framestore Nov. 09 till now
Project: Your Highness (feature film)
Softwares: Maya, Nuke, prman, fRibGen (proprietary)

Senior Lookdev-Lighting TD, Framestore June 09 to Nov. 09
Project: Avatar (feature film) **Oscar, Best Visual Effects 2010**
Softwares: Maya, Shake, prman, fRibGen (proprietary)

Lead Lighting TD, Framestore Nov. 08 to June 09
Project: Where the Wild Things Are (feature film)
Softwares: Maya, Shake, prman, Liquid

Shader Writer, independent project winter 09
Project: The hunt for Gollum (film)

Lighting Supervisor, Framestore-Animation June to Nov. 08
Note: position is similar to **Lead Lighting TD** elsewhere

Lookdev TD, Framestore-Animation Sept. 07 to May 08
Project: The Tale of Despereaux (feature film)

Pipeline TD, Beyond FX, Montreal Nov. 06 to July 07
Project: Empire Earth III, opening cinematic
Softwares: Maya, 3Delight, Digital Fusion

Lighting TD, Animal Logic, Sydney June to Oct. 06
Project: Happy Feet (feature film) **Oscar, Best Animated Feature Film 2007**
Softwares: Maya, Mayaman, Digital Fusion, PRMan

Lead Lighting Artist, Modelink, Montreal Nov. 04 to Feb. 06
Project: Free Jimmy (feature film) **Cristal, Best Feature, Annecy 2007**
Softwares: Maya, Mtor, 3Delight, Photoshop

Lighting Artist, DAMN FXI, Montreal May to July 04
Project: Fungus the Bogeyman (tv series)

Lighting Artist, Lone Monkey Studios, Montreal Sept. to Nov. 03
Project: Fungus the Bogeyman (tv series)

Academic Training

Bachelor of Fine Arts, with distinction, GPA 3.99
Concordia University, Montreal, 2003
Major: Electroacoustic Studies
Minor: Digital Image and Sound in the Fine Arts

Awards

The Music Prize 2003
Faculty of Fine Arts Development Fund Scholarship 2002

Competences

Scripting languages: MEL, RSL, Python
Softwares: Maya, Nuke, Shake, Fusion, Renderman (prman and 3Delight) ...

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www.3db-site.com

Descriptions and details are given on the web site, as well as demo reel, MEL scripts, RSL shaders, etc...