

JÉRÔME MOUSSERON

Junior FX Artist

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Montréal QC

PROFILE

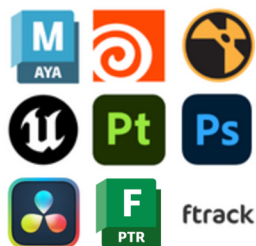
Curious and motivated, I have been passionate about cinema and VFX since my youngest age. Accustomed to teamwork, I know how to be creative and resourceful. I always liked finding solutions to solve the problems encountered during productions.

FORMATION

RNCP Infographiste 3D
Objectif 3D
2019 - 2023

Baccalauréat Scientifique
Lycée Marcelin Berthelot
2016 - 2019

SOFTWARES



LANGUAGES

- French
- English
- German

PROFESSIONAL EXPERIENCE

RayonFX

3D Generalist

03/2024

-

02/2025

- Main Unreal Artist, responsible for the switch from maya to Unreal Engine
- Generalist 3D Artist (Unreal, Houdini, Maya)
- FX / CFX Artist
- Junior Compositing Artist

Axio. "Xbox The Everyday Tactician"

Junior FX Artist

10/2023

-

11/2023

- Creation of a complete room destruction for a UK Xbox TV ad

Framestore "Avatar The Last Airbender"

FX Intern in Episodic, Advertising & Immersive department

07/2023

-

08/2023

- Environment scattering in Houdini
- Realisation of multiples FX like ocean, snow, tear... and creation of a tool for the breathing of Appa in "Avatar the last Airbender"

Cat Set Production "Sacrilège"

3D Artist, Compositing Artist

01/2022

-

06/2023

- Realisation of all the 3D according to the realisateur's vision
- Rendering and compositing of the 3D renders in the movie

REFERENCES

Matthieu Rubio
Rayon FX / CG Sup

Email: marubio3d@gmail.com

Tobias Grønbeck Andersen
Framestore / Lead FX TD

Email: tobias.andersen@framestore.com