

JÉRÔME MOUSSERON

FX Artist

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Angoulême, FRANCE

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 and adapt to the different conditions and requirements for the projects I worked on

FORMATION

RNCP Infographiste 3D

Objectif 3D

2019 - 2023

Baccalauréat

Scientifique

Lycée Marcelin Berthelot

2016 - 2019

SOFTWARES



LANGUAGES

- French
- English
- German

PROFESSIONAL EXPERIENCE

Mikros Animation 🇨🇦

08/2025

-

12/2025

FX Artist

- FX Artist for an animation movie (Houdini, Katana)

RayonFX 🇨🇦

3D Generalist

03/2024

-

07/2025

- Main Unreal Artist
- Generalist 3D Artist (Unreal, Houdini, Maya)
- FX / CFX Artist
- Junior Compositing Artist

Axio. "Xbox The Everyday Tactician" 🇬🇧

10/2023

-

11/2023

Junior FX Artist

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

Framestore "Avatar The Last Airbender" 🇬🇧

07/2023

-

08/2023

FX Intern in Episodic, Advertising & Immersive department

- 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"

REFERENCES

William Banti

Mikros Animation / FX Sup

Email: william.banti@gmail.com

Matthieu Rubio

Rayon FX / CG Sup

Email: marubio3d@gmail.com