

Nicolas LEBLANC

CG Modeler & Generalist

Address 57 Alto Apartments, Exhibition Way HA90GS Wembley
Phone +44 7983 280 237
Email c4ssios@gmail.com
Web www.nicolas-leblanc.com

Objective

To work on leading CG/Vfx projects as modelling or asset supervisor and make stunning assets in a company which has great experience in visual effects where I could always learn a lot of things to improve my artistic and technical skills as well as the management aspect.

Work experience

- Jan. 2018 – Now** **Lead Modeller – Industrial Light & Magic (London)**
Feature films : "Aladdin".
Hard surface, Environment.
Maya, Zbrush, Houdini, Nuke.
- Oct. 2014 – Dec.2017** **Lead Modeller – Framestore (London)**
Feature films : "Thor : Ragnarok", "Dr Strange", "Geostorm",
"Avengers : Infinity Wars".
Hard surface, sets, vehicles, digi-double modelling, environment.
Python scripting, Tool development.
Team management, bidding.
Maya, Zbrush, Marvelous Designer, Nuke, Houdini.
- Jan. 2014 – Oct. 2014** **Senior Environment TD – MPC (London)**
Feature films : "The Jungle Book", "Exodus: Gods and Kings",
"Guardians of The Galaxy".
Environments modelling, texturing, lookdev lighting and precomp.
Maya, Zbrush, V-Ray, Nuke.
- May. 2013 – Dec. 2013** **Senior Modeller – Framestore (London)**
Feature films : "Jupiter Ascending".
Hard Surface, Vehicles, Digi-Double and Props modelling.
Maya, Zbrush.
- Nov. 2012 – May. 2013** **Senior Modeller – Mikros Image (Paris)**
Commercials : "WWF" and "Evian".
Character modelling and facial blendShapes.
Maya
- Jun. 2011 – Aug.2012** **Senior Modeller – MPC (London)**
Feature films : "The Seventh Son", "Man of Steel", "Dark
Shadows", "Wrath of The Titans", "World War Z", "Prometheus".
Character modeling ,environment Facial blendshapes , modelling,
Hard Surface modeling, Character texturing.
Maya, Zbrush, MARI.

- Mar. 2011 – Jun. 2011** **CG Artist – Def2Shoot (Paris)**
 Feature film : "Carnage".
 Environment modeling
 Maya, Zbrush.
- Mar. 2011** **CG Artist – Primitive Animation (Paris)**
 Commercial : "Continental".
 Character modeling and blendshapes.
 Maya, Zbrush.
- Jan. 2011 – Mar. 2011** **Modeller and CG Generalist – Zorba Productions (Paris)**
 Various cosmetics commercials : Loreal, Jean-Paul Gautier, ...etc.
 Lighting and rendering
 Maya, Mental Ray
- Jan. 2008 – Sep. 2010** **Modeller and CG Generalist – Duran / Duboi (Paris)**
 Feature film : The Boy with the Cuckoo-Clock Heart, La rafle, Imogene, Crank 2 : High Voltage, Gamer, Underworld 3 : Rise of The Lycans, Secret Defense, Seuls Two.
 Character modelling, Environment modelling, Lookdev, Lighting, Matchmove.
 Maya, Vray, Mental Ray, Zbrush, 3DSMax, Boujou.
- Nov. 2007 – Dec. 2007** **Modeller and CG Generalist – Mikros Image (Paris)**
 Commercials : "SNCF" and "Roc".
 Vehicle modeling and FX lighting.
 Maya, Mental Ray.
- Jun. 2007 – Sep. 2007** **Modeller and CG Generalist – Duran / Duboi (Paris)**
 Feature film : "Hitman", "Ali Baba".
 Modeling, Lighting, Rendering, Matchmove, CreatureFX.
 Maya, Shave & Haircut, Mental Ray, Boujou.
- Mar. 2003 – Jun. 2007** **Freelance CG Generalist (Paris)**
 Various Music Videos and Commercials (ie : "Bosch", "La Roche Posay", "Grant".)
 Modelling, Animation, Rendering – 3DSMax, Vray, After FX.
- 2000 – 2004** **Junior Modeller and CG Generalist– Mondial Communication Systems (Paris)**
 Modeling and animation for realtime 3D Engine – 3DSMax.

Education

- 1999 : Sup'Infograph (CG school from ESRA Group - Paris– 2 years)
 1997 : Baccalaureat ES (Economical)

Technical Skills

- Modelling : Digi-Double, Hard surfaces and Environment.
- Lookdev & Rendering : good knowledge of Arnold and Vray.
- Compositing : good knowledge of multi-pass rendering and compositing.
- Scripting : modelling/workflow tool creation.

Software Skills

- Maya, ZBrush, Mudbox ,3DSMax, Marvelous Designer, Houdini, 3DCoat, MARI.
- Nuke, After Effects, Photoshop.
- Python, MEL
- OS : Window, Linux.

Interests

- Computer graphics, Technologies, Sciences and Video Games.
- Movies and Concerts.
- Playing guitar