

QUENTIN GUITTARD

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PIPELINE TECHNICAL DIRECTOR

After five years studies in the imaging field, I have decided to specialize in post-production to work in a VFX studio. The knowledge I gained in both computer science and art, allow me to interact easily with all profiles within a team and create a good workflow around me.

WORK EXPERIENCE

November 2017 to September 2018 **3D Pipeline Technical Director Amuse**

Work with the Lead TD and the CG Supervisor to set up an animation pipeline.
Develop procedures and tools for I/O (Assets & Scenes), Rendering, Compositing and video editing.
Provide cleaning tools and support.

Python, PySide, FFmpeg, Maya, Redshift, Houdini, Nuke, Deadline.

March to September 2017 **Internship | VFX Technical Director Mikros Image**

Work closely with Production Supervisors to improve the Alembic & Fur in-house tools and provide support.
Move the TD department tickets database to Shotgun.
Perform production tests on XGen.

Python, PySide, Maya, Alembic, Yeti, Shotgun.

May to September 2016 **Internship | R&D Engineer Mikros Image**

Lens calibration process enhancement in the 3D reconstruction pipeline and create an OpenFX plugin for Nuke. Using lines detection in a group of images or calibration patterns.

C++, OpenCV, OpenMVG, OpenFX, OpenGL.

October 2015 to May 2016 **Research Project Real-Set in collaboration with Ubisoft Motion Pictures**

Designing a scene inspired by the Cornell Box to compare the 3D renderers' performance.

3D Modeling - Maya
Texturing, Lighting & Rendering - Renderman
Camera calibration (colorimetric & geometric aberration)

April 2014 to June 2014 **Internship | Regional council - Auvergne Rhône-Alpes**

Designing communications tools for two targeted campaigns (rail transportation and cultural).
Creating and updating pictures/advertisements for web and press, writing 3 radio commercials scripts, webmastering and community management.

EDUCATION

2017
Master of Science in Engineering
Computer Science & Computer Graphics
Paris-Est-Marne-la-Vallée University, France.
Audiovisual Manager at IMAC student office

2014
Higher National Diploma in Technology
Summa cum laude
Multimedia & Internet Technology
University Institute of Technology Albert Londres, Vichy, France

2012
High School Diploma Engineering Sciences, Mathematics, Physics and Chemistry
Lafayette High School, Clermont-Ferrand, France

SPECIAL SKILLS

Deadline management, Problem-solving, Team player, Independent, Thorough, Enthusiastic

Languages :

French fluent
English good skills TOEIC : 805
Spanish basics

OS : Windows / Linux / MacOS

Softwares :

Houdini / Maya / Cinema 4D / Nuke
Adobe CC Suite / Pro Tools / Unity

Development :

Python / C / C++ / MEL / VEX / Git

MISCELLANEOUS

Cultural : Architecture, History, Cinema, Museums, Travel, Biking

Technological and Artistic surveillance :

VFX, Computer vision, AI, Blockchain, Information security, RV/RA, Graphic Design, Video mapping