

GREFF Marie

- CG Artist -

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EDUCATION

2014-2009 SUPINFOCOM school of 3D animation, Arles, FRANCE - "Digital Directing" diploma (2014)

2009 Biology sciences Highschool certificate, major physics

HISTORY

2021-2022 Lighting Artist at **Illumination McGuff** (Paris, FR) on the movie "The Super Mario Bros Movie"

2020-2021 Lighting Artist at **Illumination McGuff** (Paris, FR) on the movie "Sing 2"

2019-2020 Lighting Artist at **Illumination McGuff** (Paris, FR) on the movie "Minions 2"

2018-2019 Lighting Artist at **Illumination McGuff** (Paris, FR) on the movie "The secret life of Pets 2"

2017-2018 Lighting Artist at **Illumination McGuff** (Paris, FR) on the movie "Dr Seuss The Grinch"

2017 Render Artist at **Kingsize FX** (Paris, FR) for some packshot-oriented advertising clips (surfacing, lighting, compo)

2016-2017 Lighting Artist at **Illumination McGuff** (Paris, FR) on the movie "Despicable Me 3"

2015-2016 Lighting Artist at **Illumination McGuff** (Paris, FR) on the movie "The secret life of Pets"

2014 Texturing/Shading Artist at **Studio Hari** (Paris, FR) on the TV series "La Chouette et Compagnie"

2013 Modelling/Texturing intern at **Moving Player** (Antibes, FR) conception of a video game

2012 3D Generalist intern at **Outline Digital** (Montpellier, FR) conception of a photorealistic architecture image

SKILLS

Languages English estimated B2/C1
French (native language)

Computer Graphics Specialized in lighting – rendering, I also do Surfacing and Compositing
Softwares : 3DSMax, Maya, Nuke, Mari, Zbrush, Unity, Unreal Engine, Adobe suite
Used render engines : Arnold, Vray, Octane, Guerilla, proprietary software
Programming : Python, PyQt, C#(Unity)

Interests Curiosity about any kind of visual expression
Hiking, Sciences, photography, painting, drawing, sculpture, cinema, music, literature...