



Jonathan Moulin

Lighting/Look Development TD

23 January 1986
Single - Belgian
Driving License

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Profile

Team spirit
Professional curiosity
Structured, analytical ability
Professional particular interest in lighting and physically plausible shading/rendering

Languages

French
Mother Tongue
English
Excellent ability read, write and talk
Dutch/Flemish
Good understanding

Education

2007 – 2008 **Institut des Arts de Diffusion (IAD)**
Master of Directing « CGI/Multimedia »
2004 – 2007 **Institut des Arts de Diffusion (IAD)**
Bachelor of Arts & Communication Technics « CGI/Multimedia »

Professional experience

Professional / Freelance

Cinesite (January 2013 - Current Position)

Lead Lighting - Maya/PRman
Pipeline Setup, Look Development & Shot Lighting on Warner's "**300 : Rise of an Empire**"
Lighting TD - Maya/PRman
Look Development (Environment) & Shot Lighting on Disney's "**Iron Man 3**"

Vine (July 2012 - November 2012)

Generalist / Lighting TD - Maya/Arnold
Look Development (Creatures & Environment), Shot Lighting & Scripting on "**Merlin : Season 5**"

MPC (June 2012 - June 2012)

Generalist / Lighting TD - Maya/Mental Ray
Modeling to Shot Lighting on commercials "**Nationwide**".

Kazoo Creative (May 2012 - June 2012)

Lighting TD - Maya/Mental Ray
Shot Lighting & Scripting on undisclosed game cinematics.

Cinesite (June 2011 - April 2012)

Lighting TD - Maya/PRman
Look Development (Characters, Assets and Props), Shot Lighting & Lighting Tools Scripting (Mel) on Paramount's feature film - "**World War Z**"
Lighting TD - Maya/PRman
Look Development (Props), Key & Shot Lighting, Mel Scripting on Disney/Pixar's feature film - "**John Carter**"

nWave Digital (February - June 2011)

Lighting TD - Maya/3Delight
Key & Shot Lighting on stereo full CG film - "**Sammy 2 : Escape From Paradise**"

Benuts (Victor Studio) & Grid-VFX (September 2010 - February 2011)

Lighting / Generalist TD - Maya/Mental Ray
Key & Shot Lighting/Optimization on stereo full CG film - "**Santa's Magic Crystal**"

Freelance 3D/VFX Artist (July 2008 - January 2011)

3D Generalist & Compositor - Maya/Mental Ray/Nuke/AFX/...
I worked on mostly Commercials or Corporate work for multiple companies such as **AVSD01, MOXY, Azimut Company, So Nice, JF28, JonathanS, IOTA Production...**

Computer Skills

3D

Autodesk Maya, Mel Scripting, Mari

RENDERER

Pixar Renderman/3Delight, Arnold, Mental Ray, V-Ray, Maxwell

VFX

NukeX, Adobe After Effects

2D

Adobe Photoshop, Illustrator

OS

Linux (Fedora / CentOS / Ubuntu), Windows, Mac OS X

Recommendations

"Jonathan is a very talented Lighting TD. Very dedicated and hard working. He has a great eye for lighting and lookdev coupled with a solid understanding of physically plausible rendering techniques. Jonathan is also good at scripting and creating utility tools for lighting pipelines. I would wholeheartedly recommend him for any Lighting TD position in the VFX industry."

Axel Akesson, Head of Lighting / Lighting Supervisor - World War Z @ Cinesite

"John Carter was a very complicated show, with very heavy assets and required creative approaches to get shots out on time. This required a rethink of the lighting pipeline and involved methods utilising nuke over Maya for shot creation. Jonathan adapted very well, embracing the new approach and rewarding the team with some great work. He always had time to help others, and took direction well. I hope to have an opportunity to work with him again in the future."

Ian Ward, Sequence Lead / Lighting Supervisor - John Carter @ Cinesite

"Jonathan's experience and his high level of technical know-how gives him the ability to achieve the highest level of results with the most challenging tasks. This guy definitely has what it takes to get the projects done, and he's a delight to work with as well. I'd definitely recommend Jonathan for whatever project you could have."

Alex Galan, Senior Generalist TD - Merlin @ Vine

"Jonathan is a great lighter. He's very skilled and organized. This is someone you can rely on to deliver great shots under pressure. It was a pleasure working with him"

Colas Fiszman, Technical Director - Santa's Magic Crystal @ Grid-vfx