



# Jonathan Moulin

3D Artist / Lighting TD

23 January 1986  
Single - Belgian  
Driving License

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## Profile

Team spirit  
Professional curiosity  
Structured, analytical ability  
Professional particular interest for 3D,  
lighting & animation

## Languages

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

## Education

- 2007 – 2008 **Institut des Arts de Diffusion (IAD)**  
Master of Directing « CGI/Multimedia »  
Graduated with Distinction (Specialisation 3D)  
Short film «Kunoichi» - Mémoire «3D real time & video games»
- 2004 – 2007 **Institut des Arts de Diffusion (IAD)**  
Bachelor of Arts & Communication Technics « CGI/Multimedia »  
Graduated with Distinction (Specialisation 3D/SFX)
- 1998 – 2004 **Collège Don Bosco 270 - Stockel**  
Secondary education orientation Sciences/Mathematics

## Professional experience

### Professional / Freelance

- Cinesite Ltd** ( Current Position since June 2011 )  
**3D Lighting TD** - Maya/PRman  
Shot Lighting / Rendering on Disney/Pixar's feature film - "John Carter"
- nWave Digital** (February / March / April / May / June 2011)  
**3D Lighting Artist** - Maya/3Delight  
Shot Lighting/Lookdev on stereoscopic full cg film - "Sammy 2 : Escape From Paradise"
- Victor Studio & Grid-VFX** (Sep./Oct./Nov./Dec. 2010 & Feb. 2011)  
**3D Lighting TD** - Maya/Mental Ray  
Shot Lighting/Lookdev/Optimization on stereoscopic full cg film - "Santa's Magic Crystal"
- AVSD01** (January 2011)  
**3D Generalist Artist** - Maya/Mental Ray  
Commercials - "Belgacom"
- MOXY** (January 2011)  
**3D Modeling Artist** - Maya  
Commercials - "Mobistar"
- Azimut Company** (July / August / September 2010 & January 2011)  
**3D Generalist Artist/Composer** - Maya/Mental Ray/AFX/NukeX  
Commercials - "Salon de l'auto/Lancôme/Option Musique/Voltaren/Nestle Kung Fu Panda 2..."
- So Nice** (May / June 2010)  
**2D Motion Design Artist** - AFX/Photoshop
- Jean-François De Witte & Jonathan Steelandt** (January / March 2010)  
**3D Generalist Artist** - Maya/Mental Ray  
Modeling, Liquid simulation, Photorealistic Shading/Lighting & Rendering - "Tropicana/Shell"
- Azimut Company** (March / April / June / September / December 2009)  
**Composer/Animator artist** - Shake/AFX/Photoshop  
Animation, Motion Design & VFX/Compositing - "Puma/Nestle/Orange/Fenistil/..."
- ...

## Computer Skills

### 3D

- Autodesk Maya**, Autodesk 3DS Max  
**Mid** Generalist (4 years) | Junior
- PRman/3Delight, Mental Ray**, Maxwell  
**Mid** - Full CG/Feature Film & Photorealistic stills render (3 years) | Junior
- Pixologic Zbrush**, Realflow  
**Junior** - modeling/sculpting/painting | Junior

### VFX

- Adobe After Effects, Apple Shake, NukeX**, Silhouette, Boujou, 3DEqualizer

### 2D

- Adobe Photoshop, Illustrator, Anime Studio

## Miscellaneous

Travel, sports, cinema, show, music, graphics, computing, video games