

CONTACTS

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Paris, FRANCE

HARDSKILLS

Python
PyQt
Maya API
Blender API
Houdini API
Nuke API

Rigging
Animation 3D
Modélisation 3D
Sculpting



Procedural modeling
Basics of Particules
Basics of Rigid Body



| Texturing



| Rendering



| Compositing



| Editing



LANGUAGES

French	Native
English	Professional
Spanish	Intermediate
Japanese	Elementary

INTERESTS

Sports
Problems Solving
Technology
Art

BENJAMIN DANNEVILLE

Pipeline TD



<https://www.benjamindanneville.com>



<https://www.linkedin.com/in/benjamin-danneville/>



<https://github.com/benjamin-danneville>

EXPERIENCES

- 2022 - Now **Junior Pipeline TD**
Work study programme student | Circus
- Automated the creation of shaders in Maya
 - Programmed processes for the VFX Pipeline
 - Performed R&D in layout
 - Wrote processes and tools documentation
- 2022 **Junior Pipeline TD**
Intern | One of us
- Automated Linux user creation
 - Built a tool to analyse EXR sequences' metadata
- 2021 **Pipeline TD**
Freelance | METAGEN
- Automated NFTs generation
- 2021 **Pipeline TD**
Intern | Les Ateliers 3D
- Performed R&D and developed a pipeline
 - 3D scanned antiques and cleaned them

EDUCATION

- 2019 - 2024 **Master's degree in 3D Cinema**
Isart Digital Paris
- 3D Generalist
 - Class representative
 - Founder of Isart Digital Paris Sports club
- 2021 - 2022 **Programming Courses**
Sololearn
- Python Core
 - Intermediate Python
 - Python Data Structures

PROJECTS

- 2021 - Now **BV Pipeline**
Pipeline development
- Built GUI
 - Programmed playblast encoding using ffmpeg
 - Integrated Kitsu using Gazu
- 2021 - 2022 **Aquagénique**
Tools development
- Performed R&D in lookdev
 - Built GUI
 - Deepened my knowledge of the Maya API