

Contact

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Montpellier - France
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Fabrice MASI
3D Artist

Experience

UBISOFT (Montpellier - France)

- FX Manager** Project : Assassin's creed Shadows
- Project supervision on the artistic side (technical part limited to Houdini)
 - Houdini point of contact within the Cinematic team
 - Creation of tools to facilitate the development of setups in Houdini
 - R&D on export solutions between Houdini and the real-time rendering engine (Anvil)
 - Development of simple effects in the Anvil real-time engine (Ubisoft proprietary)

CINESITE (Montreal)

- Lead FX** Project: "Foundation" (Apple TV Series)
- Supervising a small team of FX artists for the creation of visual effects while meeting deadlines.
 - Assisting artists facing difficulties by providing them with the necessary skills to carry out their tasks under good conditions
 - Creating magical effects (for example, transforming a monument called the 'Vault' from a stone state to a crystal state and vice versa)
- FX Artist** Projects : Black Panther Wakanda forever, Matilda, Spiderman No way home
- Creation of various effects such as a tornado, clouds, water effects (shark diving into a swimming pool...)

MPC (Vancouver et Montreal)

- FX Artist** Projects : Justice League, AD Astra, The new mutants, Skyscraper, Wrinkle in time...
- Concepts for various effects, such as futuristic gunshots
 - Creation of diverse effects of all types (smoke, fire, water, particles, magical effects...)

DWARF LABS (Montpellier)

- Environment / Modeling / Procedural Modeling** Projects : Pirata & Capitano, Zou, Monchhichi
- Environment Design, Previsualization (Previz), and 3D Concept Art
 - Creation of 3D 'Organic' and 'Hard Surface' Props
 - Procedural Modeling in Python and Vex
- TD / Programming**
- Python Tool Development (e.g., a tool for switching textures in all Maya scenes within a project from high-resolution to low-resolution to optimize file size)

Education

MPC ACADEMY (Vancouver)

Upgrade to join a production as an FX artist.

DWARF ACADEMY (Montpellier)

Upgrade to join a production.
Instructor: Minhyung Lee (Pixar & DreamWorks)
Specialization: Modeling / Procedural Modeling (Houdini) and Introduction to FX

ECOLE ARIES (Meylan)

Certified "3D VFX Designer" diploma obtained (RNCP-certified)

CREAD
Architecture interieure (Lyon)

Title obtained (RNCP-certified)

BTS BATIMENT (Grenoble)

Obtained

Skills

Houdini
Maya Jan 2017 > Jan 2019
Blender
3DSMax
Arnold
Nuke Aug 2015 > Jan 2017
Python
Zbrush
Da Vinci Resolve
Substance
Unreal Engine

Languages

Franch
English Jan 2017 (3 months)
Aug 2015 (6 months)

Hobbies

Photography
Cinema
Drawing
Cycling 2013 > 2015