

Clementine Lo

VFX ARTIST / SENIOR FX TD
DEMO REEL: WWW.CLEMILO.CH

Address : 202 – 1956 Haro street
V6G1HF Vancouver – BC
Phone: +1 778 927 0909
Email: clo@clemilo.ch
Nationality: French

SKILLS

- Dynamic simulations: Finite Element Analysis, rigid and soft bodies, particles, fluids, cloth
- Good knowledge of entire 3D pipeline
- 10 years experience in various industries: film, commercials, video games, software, education
- Software: Maya, Houdini, 3dsMax, Renderman, Mantra, Mental Ray, Nuke, Vicon System
- Programming: Python, Mel, Vex, Java, C++, HTML

PROFESSIONAL EXPERIENCE

FX TD, Image Engine, Vancouver, Canada *Dec 15–present*
• *Final Fantasy XV: Kingsglaive* (2016): hero destruction effects shot work, background destruction effects setups, rubble layout, sparks setup (Houdini)

Co-founder and Vice President, artAnim, Geneva, Switzerland *June 11–present*
artAnim is a non-profit foundation dedicated to the development and promotion of motion capture through a wide range of activities: virtual reality, medical research, theatrical performances, educational programs, audiovisual projects, etc. For more information: www.artanim.ch

Senior FX TD (Film), Moving Picture Company, Vancouver, Canada *Feb 15–Dec 15*
• *Independence Day : Resurgence* (2016): moon impact setup, meteoroids destruction look development (Maya)
• *Batman v Superman : Dawn of Justice* (2016): hero destruction effects FEM simulation and secondary particles, simulation and render setups for rain and embers (Maya)

FX TD (Film), Moving Picture Company, Vancouver, Canada *Oct 14–Feb 15*
• *Goosebumps* (2015): hero destruction effects FEM and RBD simulations and secondary particles (Maya)

FX TD (Film), Double Negative, London, UK *Jul 14–Aug 14*
• *Exodus* (2014): simulation and rendering of frog plague effect (Houdini)

Houdini FX TD, Axis Animation, Glasgow, UK *Apr 14–Jun 2014*
• *Grey Goo* (video game cut scenes): simulation and rendering of atmospheric and comet effect
• *Wizards vs Aliens* (BBC TV series): simulation and rendering of magic effect particles

FX TD (Film), Double Negative, London, UK *Aug 13–Apr 14*
• *Jupiter Ascending* (2014): smoke stacks simulation and OTL creation to populate environment, fire debris smoke and embers simulation and rendering for hero sequence (Houdini)
• *Thor: the Dark World* (2013): atmospheric and crash impact RBD simulation (Houdini)

FX TD (Film), Moving Picture Company, London, UK *Jan 13–Aug 13*
• *Maleficent* (2014): water surface look development in collaboration with lighting leads (Maya)
• *300: Rise of an Empire* (2014): water surface look development, setup and shot work, slow-motion FEM destruction simulation (Maya)
• *World War Z* (2013): simulation and rendering of cold breath elements, now part of MPC library, debris simulation and export automation, impact dust simulation (Maya)

Freelance FX TD, Giantwheel Animation, London, UK *Dec 12*
• *Bounty Killer* (2013): dust simulations (Maya)

FX TD (Film), Mokko Studio, Montreal, Canada *Aug 12–Oct 12*
• *Riddick* (2013): simulation and rendering of dust, sand, debris, rain, mud (Maya & Houdini)

FX TD (Film), Moving Picture Company, London, UK *Aug 11–April 12*
• *Jack the Giant Slayer* (2013): hero destruction effects FEM simulation (Maya)
• *Prometheus* (2012): background destruction FEM simulations, simulation and rendering of smoke, dust, ash and debris particle effects (Maya)

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3D Artist, boutiq AG, Zurich, Switzerland *Feb 11–April 11*
Created 3D content for commercials (print and TV). Involved in various steps of the pipeline: 2D and 3D animatics, motion graphics, layout, modelling, texturing, shading, lighting, rendering.

Lecturer, SAE Institute, Geneva, Switzerland *Sept 10–June 11*
Prepared, taught and evaluated part-time course on Maya for Digital Film and Animation Diploma.

3D Artist, Pixelux Entertainment, Geneva, Switzerland *Aug 08–June 10*
Responsible for all artistic aspects linked to the development and promotion of Digital Molecular Matter (DMM), a FEM simulation technology used in major video games and movies. Contributed to client support by writing tutorials and conducting on-site training. Managed interns and junior artists. Taught course at Gamagora (video game school in Lyon).

- Created demo movies for TV and online diffusion, while meeting very tight deadlines.
- Participated in development of undisclosed video game title as part of international team (Switzerland, France and USA): look development, pre-viz movies and game assets creation.
- Enhanced DMM plug-in capabilities by testing product intensively, researching possible solutions and providing developers with detailed feedback and improvement suggestions.

Research Assistant, MIRALab-University of Geneva, Geneva, Switzerland *Oct 03–March 07*
Responsible for motion capture recording and post-processing. Created 3D content to test and illustrate various research topics. Assisted Professor Thalmann for various practical courses.

- Operated Vicon system for real-time applications and delivered fully post-processed motion capture files for projects including demos for TV, web applications and medical simulations.
- Modelled and textured high and low resolution 3D human bodies and environments.
- Created, simulated and animated 3D virtual clothes using in-house software Fashionizer.

EDUCATION

EPFL (Ecole Polytechnique Fédérale de Lausanne), Lausanne, Switzerland
MAS in Visualization and Infographic Communication *Feb 2007*
Project: Virtual Mirror: a real-time motion capture application for virtual-try-on

University of Geneva, Geneva, Switzerland
Master in Information Systems *April 2005*
Project: Garment simulation and animation on children bodies

New York University, New York, USA
Certificate in Computer Animation and Visual Effects *July 2002*

OTHER SKILLS / EXPERIENCES

- Languages: French & English (fluent), German (conversational), Spanish & Chinese (basic)
- Dance: Professional training 1994-1999 (ballet, modern, jazz, tap-dance, etc.)
- Music: End of Secondary Studies Diplomas in Piano and Musical Studies
- Traveling: 9 months around the world in 2007

References available upon request