

# Clementine Lo

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

Address : Vancouver – BC  
Email: clo@clemilo.ch  
Nationality: French  
Canadian open work permit

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## SKILLS

- Dynamic simulations: Finite Element Method (FEM), rigid and soft bodies, particles, fluids
- Good knowledge of entire 3D pipeline
- 10+ years experience in various industries
- Software: Houdini, Maya, 3dsMax, Renderman, Mantra, Mental Ray, Nuke, Vicon System
- Programming: Vex, Python, Mel, Java, C++, HTML

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## PROFESSIONAL EXPERIENCE

**Senior FX TD, Animal Logic, Vancouver, Canada** Sep 16 – present

- Test pipeline and tools in the new Vancouver office (First FX artist hired)
- *The Lego Movie 2: The Second Part* (2019): FX lookdev, tool creation, improvement of destruction pipeline (Houdini)
- *The Lego Ninjago Movie* (2017): crash debris and smoke, water splashes and ripples, electricity, atmospheric (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](http://www.artanim.ch)

**FX TD, Image Engine, Vancouver, Canada** Dec 15 – Aug 16

- *Final Fantasy XV: Kingsglaive* (2016): hero destruction effects shot work, background destruction effects setups, rubble layout, sparks setup (Houdini)
- *Fantastic Beasts And Where To Find Them* (2016): tar smoke, dung beetle dung debris and smoke (Houdini)

**Senior FX TD (Film), Moving Picture Company, Vancouver, Canada** Feb 15–Dec 15

- *Independence Day: Resurgence* (2016): debris moon impact setup, meteoroids destruction lookdev (Maya & Houdini)
- *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 FEM 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 lookdev in collaboration with lighting leads (Maya)
- *300: Rise of an Empire* (2014): water surface lookdev, 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)

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**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)

**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.

**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): lookdev, 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.

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## 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

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## 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