

Contact

Liège (Belgium)
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stephanieveta.com/ (Portfolio)

Top Skills

Compositing

3D

Animation

Languages

English

Stéphanie Veta

Compositing Nuke / After Effects / Toonboom
Liège, Walloon Region, Belgium

Experience

Dreamwall

Compositing artist
October 2024 - Present (4 months)
Charleroi, Région wallonne, Belgique

El Tesoro de Barracuda - Compo Nuke

Enclume Animation

Compositing Artist
March 2024 - September 2024 (7 months)
Bruxelles, Région de Bruxelles-Capitale, Belgique

Compositing - Toonboom Harmony

Waooh! animation studio

Production Manager
June 2021 - July 2023 (2 years 2 months)
Liège, Walloon Region, Belgium

For the projects :

"Tortel" and "Pompon Ours, saison 2"

Atomic Pic

Compositing Artist
January 2020 - July 2021 (1 year 7 months)
Liège, Walloon Region, Belgium

Walking the dog

Compositing Artist
June 2020 - August 2020 (3 months)
Brussels Region, Belgium

"Charlotte" (Compositing - Nuke)

Cartoon Saloon

Compositing Artist
June 2019 - December 2019 (7 months)
County Kilkenny, Ireland

"Wolfwalkers" (Compositing - Nuke)

Mac Guff Belgium
Compositing Artist
January 2019 - May 2019 (5 months)
Brussels Area, Belgium

"Samsam" (Compositing - Nuke)

Benuts
Compositing Artist
February 2018 - August 2018 (7 months)
La Hulpe

Lead roto & digital compositing

Studio Soi
Compositing Artist
August 2017 - November 2017 (4 months)
Ludwigsburg

"The Amazing World Of Gumball" Season 6 (Compositing - After Effects)

La grange aux monstres
Compositing Artist
June 2017 - June 2017 (1 month)
Paris Area, France

Trailer "Les lueurs du ciel" (Compositing - After Effects)

2 Minutes Animation
Compositing Artist
November 2016 - May 2017 (7 months)
Angoulême

"Zombillénium" (Compositing - Nuke)

D6D design studio
Motion Designer
January 2016 - April 2016 (4 months)
(After Effects)

Waooh
Trainer - 3D Animation
January 2016 - February 2016 (2 months)
Liège Area, Belgium

Alttab Studio

Co-Founder

May 2014 - December 2015 (1 year 8 months)

Co-founder / Motion Design / Compositing / Animation (After Effects)

Waooh

Layout - Background Artist

May 2015 - August 2015 (4 months)

Liège Area, Belgium

"K3 serie" (Layouts, Backgrounds - Photoshop)

NOZON / VFX-3D Animation

Compositing Artist

August 2014 - September 2014 (2 months)

Liège Area, Belgium

"Astérix: le domaine des dieux" (Compositing - Nuke)

Digital Graphics s.a.

Compositing Artist

July 2013 - May 2014 (11 months)

Alleur

"Song of the sea" (Colorisation - Texturing - Precomp - Compositing - Shake)

Dragone

3D Character Animator

May 2013 - May 2013 (1 month)

La Louvière

"Xishuangbanna Project" - Character animation (Maya - 3Ds Max)

Keywall

Motion Designer

March 2013 - March 2013 (1 month)

"Quel temps!" (Motion Design, Animation - After Effects)

NOZON / VFX-3D Animation

3D Animator - Trainee

December 2012 - January 2013 (2 months)

Liège Area, Belgium

"Minuscule et la vallée des fourmis perdues" (3D Animation - Maya)

Digital Graphics s.a.

Compositing Artist

July 2010 - January 2012 (1 year 7 months)

Alleur

2011 / 2012

"Le Jour des Corneilles" (Colorisation, Precomp, Compositing - Shake)

"Ernest et Célestine" (Precomp - Shake)

"Un Spectacle Interrompu" (Compositing - Shake)

2010

"Little Big Panda" (Precomp, Compositing, Stéréoscopie - Shake)

Dame Blanche

Roto artist

March 2010 - April 2010 (2 months)

Genva

"Hitler à Hollywood" (Roto - Lustre)

Dreamwall

Motion Designer Trainee

March 2009 - March 2009 (1 month)

Charleroi Area, Belgium

Jingle, TV show, 2D Animation, Motion Design (After Effects)

Education

Institut des Arts de Diffusion

Bachelor Multimedia, Multimedia · (2006 - 2010)

Formation Animation 3D

· (2012)

ITCF Felicien Rops

Arts Appliqués · (2002 - 2006)