

# Pauline LISI

## 3D LookDev Artist



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**3D LookDev Artist, specialized in Lighting, Compositing and Surfacing | 3D Director**

*Passionate about the poetry of animated films since always and driven by my determination, I aspire to breathe life into the projects I take part in through my artistic sensitivity, versatility, and innovative perspective.*

## 🖥 SOFTWARE SKILLS

### ADVANCED LEVEL

- Autodesk Maya
- Autodesk 3DS Max
- Arnold Renderer
- The Foundry Nuke
- Substance Painter
- Adobe suite (Photoshop, After Effects, Premiere Pro, Illustrator, etc.)
- Zbrush

### INTERMEDIATE LEVEL

- Substance Designer
- Unreal Engine (and Lumen)
- SpeedTree
- Vray Renderer

### BEGINNER LEVEL

- Unity
- Blender
- Houdini
- DaVinci Resolve
- Redshift Renderer
- Mocha Pro
- Reality Capture
- Jawset Postshot

## 🌐 LANGUAGES

**French** — Native  
**English** — Proficient  
**Spanish** — Basic

## 🔗 INTERESTS

CGI, Digital and traditional drawing, Music, Singing, Writing, Traveling, Cinema, Creating my own universe

## 📄 CERTIFICATES

**Master's Degree (Bac+5) "Expert in 3D Design, Direction and Animation" RNCP Level 7** — Obtained in 2024, MoPA school

**Literary Baccalaureate** — Obtained in 2015 with honors

**National Brevet** — Obtained in 2012 with honors

## 🎓 EDUCATION

**Motion Pictures in Arles (MoPA)**

09/2020 – 06/2024 | Arles, France

**L'Ecole des Nouvelles Images (ENSI)**

09/2017 – 06/2020 | Avignon, France

**Les Ateliers de l'Image et du Son (AIS)**

09/2016 – 06/2017 | Marseille, France

**Faculty of Arts, Letters, Languages, and Human Sciences (ALLSH)**

09/2015 – 06/2016 | Aix-en-Provence, France

## 🏢 PROFESSIONAL EXPERIENCE

**LA PLANÈTE ROUGE Virtual Production • Multimedia Graphic Designer**

06/2025 – 07/2025 | Martigues, France

- **Integration of CGI elements into live-action footage** | Krea AI, Maya, Nuke
- **Clean plate work : removal of unwanted elements in compositing and camera tracking** | Mocha Pro, Nuke
- **3D scanning and Gaussian Splatting** | Reality Capture, Postshot
- **Creation of 3D environments and advanced shaders** | Unreal Engine 5
- **Research and Development** | Technology watch, workflow optimization and integration of artificial intelligence in production processes

**COCORIBOU FILMS • 3D Generalist Internship**

06/2023 – 07/2023 | Marseille, France

**Independently handled layout, modeling, surfacing, environment, lighting, rendering, and compositing** for certain scenes of the short film *La 300ème Tête* | Photoshop, Maya, After Effects

## 📁 PROJECTS

**EMBOUCANATOR**

Graduation film (5m30') - Official selection at numerous festivals

09/2023 – 06/2024

- **ORGANIZATION** : Planning creation | Production management
- **SUPERVISION** : Team management | Supervision of my team for lighting, rendering, and compositing of the most complex sequences
- **PRE-PRODUCTION** : Active participation in scriptwriting and film directing | Creation of the film's colorboard | Research and development of the artistic direction (VisDev) | Implementation in 3D of the artistic direction (LookDev) | Development of the production workflow and render pipeline
- **PRODUCTION** : Texturing and surfacing of all props and some characters | Creation, texturing/surfacing, and assembly of all vegetation and the majority of environments | Lighting and rendering of the most complex sequences | Troubleshooting technical issues
- **POST-PRODUCTION** : Compositing of the most complex sequences | Video editing of certain sequences and final film rendering

### OTHER PROJECTS

2019 – 2023

*I participated in the production of 8 other short films, 6 in teams and 2 solo, during which I took on various creative and technical roles:*

Concept Art | Matte Painting | VisDev | LookDev | Layout | Modeling | Rigging | 2D and 3D Animation | Texturing | Surfacing | FX | Lighting | Rendering | Compositing | Photo Editing | Video Editing | Sound Editing

## 🧠 SKILLS

**HARD SKILLS / TECHNICAL SKILLS** — Screenwriting | Directing | Team and Project Management | Workflow Development | Concept Art | VisDev | LookDev | Staging | Layout | Modeling | Environment | Texturing | Surfacing | Lighting | Compositing | Rendering | Video and Photo Editing | Motion Design | Understanding of PBR, Color Theory and Lighting | 3D Scanning | Gaussian Splatting | AI Tools | Rotoscopy

**SOFT SKILLS / INTERPERSONAL SKILLS** — Organization | Autonomy | Rigour | Determination | Creativity | Imagination | Leadership | Communication and Listening | Problem Solving | Curiosity | Self-Reflection | Diplomacy | Meeting Deadlines | Sense of Responsibility | Multitasking | Versatility | Teamwork and Collaboration | Precision and Attention to Detail