

# Pauline LISI

Lighting Artist  
Compositing Artist  
Surfacing Artist



Fos-sur-Mer, FRANCE

paulinelisipro@gmail.com

+33 6 68 02 30 85

Driving License B

Pauline LISI LinkedIn

Pauline LISI Portfolio

"Always passionate about the poetry of animated films and driven by my determination, I earned my Master's Degree "Expert in 3D design, direction and animation" from MoPA School in 2024. Specialized in lighting, compositing and surfacing, I aspire to bring projects to life with my artistic sensitivity and innovative perspective"

## SOFTWARE SKILLS

### EXPERT

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

### INTERMEDIATE

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

### BEGINNER

- Blender
- Houdini
- DaVinci Resolve
- Redshift Renderer

## LANGUAGES

French — Native

English — Proficient

Spanish — Basic

## INTERESTS

CGI, Digital & Traditionnal 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 of Aix-en-Provence (ALLSH)

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

## PROFESSIONAL EXPERIENCE

COCORIBOU FILMS • 3D Generalist Two-month internship

06/2023 – 07/2023 | Marseille, France

Creation of the layout, modeling, surfacing, environment, lighting, and compositing of certain scenes in the short film "La 300ème Tête" with autonomous project management

## PROJECTS

EMBOUCANATOR

Graduation film (5m30')

09/2023 – 06/2024

Official selection at the "Carrefour du Cinéma d'Animation 2024"

- Team leadership, production management and organization, technical problem-solving
- Development of the production pipeline, rendering pipeline, and artistic direction, optimization of the render settings
- Supervision of team members for lighting, compositing, and rendering of the film
- Creation of characters, props, and environments concept art
- Creation of the colorboard and visual development
- Surfacing/Texturing of all props in the film and certain characters
- Creation, surfacing, and assembly of most of the environments, creation of all the vegetation in the film
- Lighting, rendering, and compositing of the most complex sequences of the film

OTHER PROJECTS

2019 – 2023

- **RAIFORT, SAMOURAÏ** - Group movie (2023, 20') • Lookdev / Layout / Surfacing / Grass FX / Lighting / Rendering / Compositing / Video editing
- **MONKS** - Group movie (2023, 10') • Concept Art / Lookdev / Layout / Modeling / Surfacing / Lighting / Rendering / Compositing / Video editing
- **SOL, LA, SEE** 🎵 - Solo movie (2022, 45') • All aspects
- **BLACK SABBAT** - Group movie (2021, 20') • Concept Art / Lookdev / Modeling / Surfacing / Rigging / Lighting / Rendering / Compositing
- **LA TRAVERSEE** - Group movie (2021, 2m) • Layout / Lookdev / Modeling / Surfacing / 3D Animation / Lighting / Compositing / Rendering / Video editing
- **ANNECY FESTIVAL GREETINGS CARD** - Group movie (2019, 1m10') • 2D Animation / Matte Painting / Compositing / Sound FX / Video editing
- **CONNAISSEZ-VOUS ?** - Group movie (2019, 2m30') • Layout / Modeling / Surfacing / 3D Animation / Rendering / Sound FX / Video editing

## SKILLS

**HARD SKILLS / TECHNICAL SKILLS** — Screenwriting / Direction / Concept Art / Visual Development / Staging / Layout / Modeling / Texturing / Environment / Surfacing / Lighting / Lightrigs and Procedural Textures creation / Compositing / Rendering / Video & Photo Editing / Motion Design / Project Management / Understanding of PBR, color theory, color grading and fundamental lighting principles / Team and production management

**SOFT SKILLS / INTERPERSONAL SKILLS** — Organization / Autonomy / Rigor / Determination / Creativity / Imagination / Leadership / Communication and Listening / Problem Solving / Curiosity / Self-Reflection / Diplomacy / Respect for Deadlines / Sense of Responsibility / Attention to details / Working under pressure / Multitasking / Versatility / Collaboration & team work / Precision and attention to details