

Pauline LISI

Film Director
3D LookDev Artist



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EDUCATIONS AND CERTIFICATIONS

Motion Pictures in Arles (MoPA)

09/2020 – 06/2024 | Arles, France

Master's Degree (BAC +5) "Expert in 3D Design, Direction and Animation" RNCP Level 7

Arthur Rimbaud High School

09/2012 – 06/2015 | Istres, France

Literary Baccaureate - **With Honors**

SST – French Workplace First Aid Certification

SOFTWARE SKILLS

ADVANCED LEVEL

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

INTERMEDIATE LEVEL

- Substance Designer
- Unreal Engine 5
- SpeedTree
- Vray Renderer
- CapCut

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, Creation of personal narrative projects

Film Director | 3D LookDev Artist specializing in Lighting, Compositing, Surfacing
"Passionate about the poetry of animated films and driven by determination, I strive to tell creative, unique, and impactful stories. The originality of my work has already allowed me to attract the attention of major international studios, such as **Lucasfilm**, where I have completed two interviews"

PROFESSIONAL EXPERIENCE

LA PLANÈTE ROUGE Virtual Production • Compositing Artist

10/2025 – 11/2025 | Martigues, France

"The Secret of the Pyramid Builders" - VR Excurio : Keying and rotoscoping on heavy live-action shots, support in compositing and 3D render | *Unreal Engine, Nuke*

SOCIAL IMPACT COMMUNICATION AGENCY • Graphic Designer

09/2025 – Currently employed | Miramas, France

- **Audiovisual production, interviews, and reporting** : Photo and video shooting, staging, framing, lighting, visual storytelling, art direction, sound recording, footage review, audio and video editing | *DSLR and professional video cameras, boom and lavalier microphones, Adobe Premiere Pro*
- **Motion design** : Creation and integration of animations to enhance audiovisual and communication productions | *After Effects, Photoshop, Illustrator*
- **Graphic design (print & visual identity)** : Design of print and institutional materials (*posters, flyers, campaign visuals*), development of brand guidelines and visual adaptations | *Photoshop, Illustrator, InDesign*
- **Client brief response** : Needs analysis and creative proposal

LA PLANÈTE ROUGE Virtual Production • Multimedia Graphic Designer

06/2025 – 07/2025 | Martigues, France

- **Integration of CGI elements into live-action footage** | *AI tools, Maya, Nuke*
- **Shot cleanup** : Removal of unwanted elements through compositing (*clean plates*) & camera tracking | *Mocha Pro, Nuke*
- **3D scanning and Gaussian Splatting production** | *Reality Capture, Postshot*
- **Creation of 3D environments, lighting, complex shaders, and post-processing** | *Unreal Engine*
- **Research & Development** : Technology watch, workflow optimization, and integration of artificial intelligence into production pipelines

PROJECTS

EMBOUCANATOR

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

09/2023 – 06/2024

- **ORGANIZATION** : Schedule creation | Production organization
- **SUPERVISION** : Team management (*5 people*) | Supervision of my team for lighting, rendering, and compositing on the most complex sequences
- **PRE-PRODUCTION** : Active involvement in scriptwriting and film staging | Creation of the complete color script | Research and development of the artistic direction (*VisDev*) | Establishment of the 3D artistic direction (*LookDev*) | Development of the production workflow and rendering pipeline
- **PRODUCTION** : Texturing and surfacing of all film props and selected characters | Creation, texturing, surfacing, and assembly of all vegetation and most environments | Lighting and rendering of the most complex sequences
- **POST-PRODUCTION** : Compositing of the most complex sequences | Video editing of selected sequences and final film render | Technical problem solving

OTHER PROJECTS

- **2019–2023** : Co-directed **7 short films** in a team (*6 animated, 1 live-action*). One selected by CITIA to represent the Annecy Festival greeting cards | Individually directed **2 animated short films**
- **2025** : Directed (*excluding editing*) the music video "**Don't Stop**" – Rosa Zand
- **2026** : Directed various personal projects (*writing, content creation, etc.*)

SKILLS

TECHNICAL SKILLS

DIRECTING / FILMMAKING : Narrative writing, screenwriting, staging, art direction
PRE-PRODUCTION : Concept art, visual development, look development, layout
PRODUCTION : Project management, team coordination, planning
POST-PRODUCTION : Compositing, color grading, video editing, rotoscoping, keying
3D PIPELINE : Modeling, environment, texturing, surfacing, lighting, rendering
LIVE ACTION : Live shooting, camera work, sound recording, lighting, photography
GRAPHIC DESIGN : Photo editing, motion design, graphic charter & branding
R&D : Workflow development, AI tools, gaussian splatting, 3D scanning, tracking

SOFT SKILLS

ORGANIZATION : Discipline, autonomy, meeting deadlines, sense of responsibility
EFFICIENCY : Versatility, multitasking, accuracy, attention to detail
COLLABORATION : Communication, listening, diplomacy, teamwork
MANAGEMENT : Leadership, team management, problem-solving
ATTITUDE : Determination, positive attitude, curiosity, self-reflection
CREATIVITY : Imagination, mastery of color theory, lighting theory and PBR