

Pauline LISI

3D LookDev Artist



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EDUCATION 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 Baccalaureate obtained with honors

SOFTWARE SKILLS

ADVANCED LEVEL

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

INTERMEDIATE LEVEL

- Substance Designer
- Unreal Engine (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

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

With a lifelong passion for the poetic nature of animated films and a strong sense of determination, I have attracted the interest of major international studios such as **Lucasfilm**, where I've already completed two interviews.

PROFESSIONAL EXPERIENCE

SOCIAL IMPACT COMMUNICATION AGENCY • Communications Officer

09/2025 – Currently employed | Miramas, France

- **Audiovisual production, interviews and reporting** : photography and video shooting, staging, framing, lighting, visual storytelling, art direction, sound recording, logging, audio-video editing | *DSLR, Professional cameras, Boom and lapel microphones, Adobe Premiere Pro*
- **Motion design** : creation and integration of animated elements to enhance audiovisual productions and communication materials | *After Effects, Photoshop, Illustrator*
- **Graphic design (print & visual identity)** : design of print and institutional materials (posters, flyers, campaign visuals), development of graphic guidelines and visual adaptations | *Photoshop, Illustrator, InDesign*
- **Client request management** : needs analysis, creative proposal

LA PLANÈTE ROUGE Virtual Production • Multimedia Graphic Designer

06/2025 – 07/2025 | Martigues, France

- **Integration of CGI elements into live-action footage** | *Al, 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, lighting, advanced shaders and post-process** | *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

From 2019 to 2023, I co-directed 6 short films in a team, one of which was selected by CITIA to represent the greeting cards of the Annecy Festival, and produced 2 solo short films. During these projects, 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 | Audio Editing

SKILLS

HARD 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 and lighting theory | 3D scanning | Gaussian Splatting | AI Tools | Rotoscopy | Photography | Live shooting (camera, sound recording, lighting, etc.) | Graphic design

SOFT 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 | Positive attitude