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 Baccalaureate - *With Honors*

SST First Aid Certification (France)

🖥 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

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

*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

LA PLANÈTE ROUGE Virtual Production • Compositing Artist
10/2025 – 11/2025 | Martigues, France
- **Keying and rotoscopy on a complex live-action shot as part of a post-production project for VR Excurio** | *Nuke*
- **Support in compositing and rendering** | *Unreal Engine 5, Nuke*

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** | *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, lighting, advanced shaders and post-process** | *Unreal Engine 5*
- **Research and development** | *Technology watch, workflow optimization and integration of artificial intelligence in production processes*

📁 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, <u>I co-directed 6 short films</u> in a team, one of which was selected by CITIA to represent the greeting cards of the Annecy Festival, and <u>produced 2 solo short films</u>. 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 — Film directing | Screenwriting | 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 | Keying | Photography | Live shooting *(camera, sound recording, lighting, etc.)* | Graphic design | Color correction

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