

Benjamin Malartre . Cfx TD . CG programmer

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May 2020-Feb 2023	Mikros Animation (Paris)		
Cfx Technical Director	Tiger's Apprentice	(Animation Feature)	Maya, C++, Python, Shotgrid
As CFX Technical Director i developed, maintained and supported the departement pipeline and tools			
Oct 2019-Jan 2020	MillFilm(Adelaide)		
Tech Anim Artist	Cats	(VFX Feature)	Maya, Houdini, USD, Python, C++
As a tech anim artist i had to do shot work: simulation and post-simulation tweaks and fix, as well as ensuring for proper deliverables.			
Jun 2019-Jul 2019	Mathematic(Paris)		
Cfx Artist	Sephora	(Advertismet)	Maya, Nucleus, Python, C++
Cfx Artist on this Sephora advertismet. We had to animate and simulate a long cloth ribbon, over live-action shots			
	Rollerball	(Advertismet)	
Cfx Artist on this game trailer for the game Rollerball. Cloth and hair simulation done in maya with Nucleus			
Jan 2018-Sep 2018	Mikros Animation(Paris)		
Cfx Supervisor	Asterix & le secret de la potion magique	(Animation Feature)	Maya, C++, Python, Shotgrid
A original story co-directed by Alexandre Astier & Louis Clichy with the famous characters created by Uderzo & Goscinny. I supervised the creation of 120+ Cfx assets and the production of 600+ shots. With a team of 13 young and motivated artists we delivered on time and budget thanks to my production coordinator. An hot adventure!			
Dec 2016-Dec 2017	Mikros Animation(Paris)		
Cfx Technical Director	Sherlock Gnomes	(Animation Feature)	Maya, C++, Python, Shotgrid
A Paramount Animation Feature directed by John Stevenson. As a Cfx Technical Director, I rewrote and optimized the Mikros Animation Cfx Pipeline, I created several maya custom deformers (collider, wrap, wire), and provided support for the cfx team, helping deliver 200+ shots			
Jul 2016-Aug 2016	Busty Kelp(Bath England)		
Animation, Rig, MoCap	BooZoo	(Pilot)	Softimage XSI, Python
a 6'5mn pilot for an upcoming TV show for Channel 4, using performance capture			
Jan 2016-Feb 2016	Red Corner(Paris)		
Animation, Rig, RnD	Sens	(VR Game)	Softimage, Unity, C#
An VR experience directed around the graphic novel by Marc-Antoine Mathieu			
Jun 2015-Aug 2015	La Basse-Cour des Miracles(Strasbourg)		
Hardware Design	Michtô Flip	(Hardware)	Arduino, PureBasic, OpenGL
I created an electronic circuit involving a master chip, an audio chip and a computer for 3D visualisation for a flipper created by my little brother Freakowsky de LaNasa. Master Chip and Audio chip are coded using arduino. 3D program programmed using PureBasic and OpenGL			
Apr 2015-Apr 2015	CloseUp-FingerSkate(Paris)		
3D Consultant	3D Printing	(RnD)	Softimage XSI, C++
Molds for 3D printed models. I cleaned and retopoligized in Softimage some TurboSquid models.			
	STL Import/Export	()	
I wrote a custom C++ Import/Export for STL files. STL files are readable by almost all 3D printing softwares			
Feb 2015-Apr 2015	Digital Golem(Brussel)		
Character TD	Dunelm	(Advertismet)	Softimage XSI, Python
I prototyped a sheep facial rig in ICE and deployed it on the three characters of the three spots for Dunelm.			
	Spontex	(Advertismet)	
I rigged in Softimage the hedgehog character with a custom muscle and skin deformer solution.			

Jul 2014-Dec 2014		La basse-cour des miracles(Strasbourg)		
Hardware Design		Moretti Zepellin	(Hardware)	Arduino, C, Soldering Iron
		A remote controlled sculptural light created by the artist Pascal Zagari for the Architect Michel Moretti.		
		Autobots	(Hardware)	
		An early prototype for an upcoming project directed by Pascal Zagari. Tested in real condition during the festival Michto 9 in Nancy		
Mar 2012-Nov 2013		Ellipsanime(Paris)		
Cfx TD		Yakari	(Pilot)	Softimage, Python, C++, Syflex
		Cloth TD on this pilot for an upcoming feature 'Yakari'. I scripted in python a pipeline for correcting and caching of the clothes. Using syflex as the base simulator.		
		Lucky-Luke	(Advertisement)	
		Advertisement for a deutch bank. I did the FXs in Softimage ICE		
		The Linkers	(TV Serie)	
		I developed from the ground up in Softimage ICE a polygonal based workflow for grooming and simulation of long hairs. I supervised the creation of 30+ characters hair. I went in Nan-Chang China to teach graphists the hair pipeline.		
Mar 2011-Sep 2011		La Maison(Saint-Cloud)		
Cfx TD		Le tapis de Cracovie	(Documentary)	Softimage XSI, Houdini, Python, C++
		Rigger, animator and FX td on this documentary for le Musée du Louvre.		
		Audi R18	(Advertisement)	
		I rigged and animated the car in two shots, matching with real plates elements.		
		Production: Tony Pertersen Films, Direction: Debastien Chantrel		
Aug 2010-Mar 2011		Europacorp(Montreuil)		
Cloth Supervisor		A monster in Paris	(Animation Feature)	Softimage XSI, Python, C++
		Cloth Supervisor on this Eric 'Bibo' Bergeron feature film. I developed the cloth pipeline based on syflex. And supported the 10+ team for dailies delivery of reviews, so we can show with the director.		
Feb 2009-Jun 2010		AT Videos(Paris)		
Animator, Rigger, Dev		Les Barbapapas sur Mars	(Pilot)	Maya,XSI,Python
		Character Animator on this 4*6 minutes Pilot for an upcoming TV serie "Les Barbapapas", directed by Thomas Taylor.		
Sep 2008-Nov 2008		La Station Animation(Paris)		
Character/Cloth TD		Les aventures culturelles de Mr Loutre	(Pilot)	Softimage XSI, JScript
		Character/Cloth TD on this pilot directed by Ahmidou Lyazidi & Marguerite Sauvage.I scripted in one week a full biped rig solution, based on ahmidou's design, then rigged the two characters.		
Mar 2007-May 2007		Cube Creative(Paris)		
Character/Cloth TD		Omo Micro	(Advertisement)	Softimage XSI, Syflex, JScript
		Cloth/Character TD on this ad. I worked closely with animation director Eric Prebende to deliver 4 fully rigged characters(body & facial).		
		Le Paresseux Geant	(Documentary)	
		Character TD on this documentary directed by Nicolas Devaux. I scripted a muscle solution in jscript and rigged the smilodon(saber-tooth tiger) character.		
Sep 2004-Feb 2007		Def2Shoot(Paris)		
CG Generalist		Bravo Gudule	(TV Serie)	Softimage XSI,VBScript, JScript
		Character Rigger, Animator		
		Peur du noir	(Animation Feature)	
		Character Rigger, Animator		
Jul 2004-Sep 2004		LundiMardiMercredi(Saint-Denis)		
CG Generalist		Intermarche	(Architectural Visualization)	3DSMax,VRay
		Previsualition images for retail design. I modeled, textured lighted and rendered in 3DSMax and VRay inside and outside of some supermarket.		