

# FX ARTIST

Tim BAUDOUIN

## CONTACT



France



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## SOFT SKILLS

- Resourceful
- Diligent
- Reactive

## LANGUAGES

- English : B2
- French : Native

## SOFTWARE

- Houdini
- Maya
- AWS Deadline
- Prism
- Nuke

## INTERESTS

- Motorcycle
- Video Games
- Website Creation

## SKILLS

- RBD
- PYRO
- FLIP
- Vellum
- POP
- Procedural Modeling
- USD Solaris
- Compositing Basics

## EXPERIENCE

### FX / TD - HOMESICK GRADUATION FILM

2025-2026

- Smokes simulations
- Underwater bubble tool with complex collision
- Floating particles system based on camera frustum
- Volume based godrays based on ocean spectrum and lighting direction
- Python tools to set near clipping camera and replace Prism USD node by Houdini LOP node

### FX - LAB PROJECT - MÉTROPOLE 2050

2024

- Procedural tool for creating droplets on a surface for a short film for Montpellier City Hall
- Filming technician

### Season Job      TECHNICIAN - WEB MANAGEMENT - RÉLOCMAT

2022-2025

- Redesigned website with Wix Studio
- JavaScript backend using Claude Code

## EDUCATION

- **Master in Digital Directing FX - ARTFX 2021 - 2026**
- **HighSchool Diploma - Technology - 2020**