

Vincent Mazeas ✨ Technical Director

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Specialties

Pipeline design and supervision
Tools development with an User Experience focus
Character and props rigging

Skills

Software	Maya - 3dsMax - Katana - Nuke - PyCharm - Visual Studio - Perforce
Languages	Python - MEL - MAXScript - C++ - PHP - Javascript - VBScript - LUA
Frameworks and APIs	Maya API - PySide / PyQt - .Net

Experience

Maya Pipeline TD at Mikros Image

Since September 2016 / Paris, France

Support for the CFX and animation teams on feature film "Captain Underpants: The First Epic Movie".
Pipeline and tools development on "Gnomeo and Juliet: Sherlock Gnomes",
"Sgt. Stubby: An American Hero" and "Astérix 2: The Secret of the Magic Potion".

Technical Artist at Quantic Dream

September 2014 - August 2016 (2 years)

Tools and pipeline supervision for the characters' team on "Detroit: Become Human".
Python libraries setup, refactoring and optimization of existing tools.
Props rigging.

Render TD at TeamTo

June 2014 - September 2014 (4 months)

Tools development on Maya and RenderMan.
Lighting and rendering technical support on feature film "Yellowbird".

Character TD at Supamonks Studio

April 2014 (1 month)

Character rigging for "Quick" commercials.

Computer Graphics Teacher at ESTEI

September 2013 - February 2014 (6 months)

Python programming classes and various Maya classes including nDynamics, crowds and procedural rigging for Master's Degree students.

Technical Director at i-réal

April 2012 - June 2013 (1 year, 2 months)

Pipeline tools, batch processing and Research and development for CG and live action.
Mechanical setup and inter-software bridges.

Languages

French : Native language
English : Full professional proficiency (TOEIC : 960)
Spanish : Basics