

Romain Bouvard

Digital Composer

Curriculum Vitae

Citizenship: French

Permanent Resident: Canada

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Highlights of Qualifications

- ° Good level of details.
- ° Using various technics in compositing software as Keying, 3D Space, Texturing UV and Projection. Efficient in environment shots to mix artistic and technical background.
- ° Good understanding of a 3D pipeline.
- ° Ability to propose alternative version and to keep flexibility in the technical process to address comments.
- ° Respect in particular Environment work and team player.
- ° Practice in photography and Drawing for technical understanding and composition.

Professional Experience

03/2015 to Present:	Compositor at Double Negative , Vancouver Canada. Various Compositing tasks - Software used: <i>Nuke – Photoshop</i>
08/2016 to 04/2017:	2D Sequence Supervisor at Double Negative , Vancouver Canada. on Wonder Woman Responsible for approximately 110 shots
09/2014 to 02/2015:	Compositor at Digital Domain 3.0 , Vancouver Canada. Various Compositing tasks - <i>Software used: Nuke – Photoshop</i>
02/2010 to 07/2014:	Compositor and Environment Artist at Double Negative , London, UK. Permanent employee since November 2013. Various Compositing and DMP Env tasks - <i>Software used: Nuke- Photoshop - Maya</i>
06/2010 to 10/2010:	Compositor at Framestore London, on “ <i>The Chronicles of Narnia: The Voyage of the Dawn Treader</i> ” Various Compositing tasks - <i>Software used: Nuke – Photoshop</i>
10/ 2009 to 01/ 2010:	Lighting, Rendering and Compositing at Blue Spirit on “Kaeloo”, Angouleme, France. <i>Software used: 3Dsmx, Vray, Combustion.</i>
08/ 2009 to 09/2009:	Compositor at W.F.X , Liège, Belgium on “Les gardiens de L’ordre” Society from Mikros Image Group - <i>Software used: Nuke, Photoshop.</i>

10/2008 to 12/2008 :	Compositor at Resolution Design , Sydney, Australia on Live Action. <i>Software used: Combustion, After Effect, Nuke, Photoshop, and Final Cut Pro.</i>
08/ 2008 :	Compositor at Fuel Vfx , Sydney, Australia on Live Action. “Australia” , “BedTime Story” - <i>Software used: Shake.</i>
02/2008 to 05/2008 :	Compositor, Render Man, Blue Spirit Studio , Angouleme, France. Stowage a 3D cartoon prod., Render and Compositing. - <i>Software used: Combustion, 3dsmax.</i>
03/2007 to 11/2007 :	Compositor, Mokko Studio , Montreal, Canada on Live Action. “Shake Hands with the Devil”, “Mr. Magorium's Wonder Emporium” and “Journey to the center of the Earth” (Stereoscopy). Films, Documentaries, Advertisement, TV Show. <i>Software used: After Effect, Combustion, Photoshop.</i>

Education

2008 :	Online Courses With FxPhd.com for Nuke (Novice, Intermediate and Advance level).
2004 :	Obtaining diploma in CG and High school diploma, ESIA 3D in Lyon, France.
2002 to 2004 :	Specialization in Computer Graphic, 3D and Compositing.
2001 to 2002 :	First year in Arts (Sketch, drawing, Painting, Color Space...)
2000 to 2001 :	School leaving certificate, scientific.
Languages :	French: Native language. English: Advanced.

Software

Compositing :	Nuke: Extensive. Combustion, After Effect, Shake: Advanced.
3D :	3Dsmax: Intermediate Maya : Basic
2D :	Photoshop: Extensive.
Computer :	Python : dev oriented Nuke and PyQt