

MARINE MONBOISSET - TD COMPOSITING AND PIPELINE ARTIST

marine.monboisset.com / [LinkedIn](#)

Available starting July 2026 / Willing to relocate / Remote possible / American and French citizenship holder

Education

MoPA - Master of Engineering degree

September 2021 - June 2026

- Expert in 3D design, production and animation.
- A 5-year state accredited advanced degree in all steps of 3D animated filmmaking (Arles, France).
- Most awarded school in the Animation category of the Student Academy Awards, and the only school in the world to have won four times at SIGGRAPH ([details here](#)).

Centre International de Valbonne (Highschool)

2017 - 2020

- Graduated bilingual (American) curriculum in science with high honors.

Professional Experience

MAKE Visual, CG Generalist Intern - Minneapolis, MN, USA

June - August 2025

- Created from client brief to final spot, multiple CG advertisements, engaging regularly with clients for feedback. Adapted spots for several social media platforms.
- Modeled assets to be integrated in production workflow.
- Successfully pitched short program teaser for Lightbox Expo.
- Composited 2D shots of Sunny Side Down original short series.
- Clients included Butterfinger, Hess, Jazwares and Transformers.

Hydrodiv - FRANCE

July - August 2022 / July - August 2023

- Created photorealistic CG images and product marketing visuals.

Addgene Bio-engineering - Boston, MA, USA

July - August 2019

- Assisted in laboratory procedures and order preparation.

Production Experience

Short Film: L'issue - Thesis Film

September 2025 - June 2026

- 6 minute, thesis film (in production) in collaboration with 6 other students.
- Lead in Technical Direction, Pipeline, Production, Rendering and CFX. Co-lead in Lighting and Compositing.
- Developed a fully automated pipeline in Houdini/Renderman/Deadline/Nuke using Python script with artist-friendly UI, including file versioning tools and image rendering tools.

Short Film: Cinemarmot - Commissioned Bumper

November - December 2024

- Commissioned 20s bumper short film for the New York based festival "Animation First".
- Lead in Technical Direction, Pipeline, Groom and Compositing.
- Anticipated and resolved pipeline and technical issues during preproduction to assure a smooth production
- Additional work on Production, Modeling and Rendering.

[Watch here](#)

Short Film: Red Bodies

January - April 2024

- 1 minute solo short film.
- Full responsibility from pre-production to post-production.
- Focused on time management, Rigging, Animation of POV camera and Compositing.

[Watch here](#)

Short Film: Lutin des Cimes

November - December 2023

- Director supervising a 4 person student team.
- Lead in Technical Direction, Character Modeling, Rigging, Groom, Rendering and Compositing.

[Watch here](#)

Short Film: Bilan Carbone - Commissioned Educational Short

March - April 2023

- Commissioned short film by "The Shift Project" on carbon footprint.
- Selected for "La Nuit du Reveil" in 2024, short film festival in Paris.
- Lead in Technical Direction, Character Modeling and Compositing.
- Additional work on Animation, Rigging and Rendering.

[Watch here](#)

Extra Curricular

School ambassador

2023 - present

- School representative in educational fairs, open days and forums.

Co-president of the school music band

2023 - 2025

- Twelve years music experience including stage performances, two years experience in directing a band of 20 students and composing music on the side.

Technical Skills

- **Software** : RenderMan, Houdini, Maya, Zbrush, Nuke, Marvelous Designer, V-Ray, 3Ds Max, Substance Painter, Photoshop, Premiere Pro, After Effects, Deadline, Prism, Shotgun
- **Coding Languages** : Python
- **Languages** : English (bilingual), French (native), Spanish (intermediate)

Contact

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