Marine Monboisset

Compositing Artist / Technical Director

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PROFILE

With Compositing and Technical Direction, I want to put technology at the service of imagery and other artists. Trained at MoPA (Master), I have worked on many short films, building a strong eye for detail and technical problem-solving. I've developed Python/Houdini/Nuke/Deadline tools to streamline production and explore new visual styles, some sold to clients, and gained advertising experience at MAKE Visual and as a freelancer.

EXPERIENCE

Oct 2026 – Dec 2026 — **Tool Developer and Consultant, MoPA**
- Reworked and deployed my final-year automated pipeline tools so they can be used across the whole school, making them modular, adaptable and customizable for different productions.
- Provide training and ongoing technical support so students can integrate the tools into their workflow, troubleshoot issues and save production time.

Jun 2025 – Jun 2026 — **Co-Director on L'Issue / A Way Out, Thesis Film, MoPA, Arles, FR**
- Short film created with a team of 7 students.
- Lead in Technical Direction, Pipeline, Production, Rendering and CFX; Co-lead in Compositing.
- Built a fully automated Houdini/RenderMan/Deadline/Nuke pipeline, using Python, with tools for versioning, caching, rendering and playback; reducing manual tasks, render errors and speeding up shot iterations.
- Developed custom Nuke gizmos for stylization effects to support the film's visual identity and consistency across all shots.
- Managed production tools, shot tracking and schedules to keep the project on time and aligned between departments.

Jun 2025 – Aug 2025 — **CG Generalist Intern, MAKE Visual, Minneapolis, USA**
- Led three short CG commercial spots from client brief to final compositing, with regular review cycles.
- Contributed 2D compositing on the series Sunny Side Down.
- Supported a total of 11 projects (asset modeling, compositing, physical set building, etc.) for clients including Butterfinger, Hess, Jazwares and Transformer.

Jun 2025 — **Lighting and Compositing Intern, Left-Handed Snail, MoPA, Arles, FR**
- Helped with Scene Assembly, Lighting and Compositing

Dec 2024 — **Co-Director, Cinemarmot, Commissioned Bumper, MoPA, Arles, FR**
- Commissioned short film for the "Animation First" festival based in New York.
- Lead in Production, Technical Direction, Pipeline, Groom, and Compositing.
- Anticipation and proactive resolution of technical issues and pipeline problems before production.

Feb 2024 – Jul 2024 — **Director, Red Bodies, MoPA, Arles, FR**

Nov 2023 – Dec 2023 — **Director, Lutin des Cimes, MoPA, Arles, FR**
- Director supervising a 4 person student team.
- Lead in Technical Dairection, Character Modeling, Rigging, Groom, Rendering and Compositing.

Jul 2022 – Aug 2023 — **CG Artist, Hydrodiv, FR**
- Summer missions in 2022 and 2023 (July–August): created photorealistic CG visuals from A to Z (modeling, shading, lighting, rendering) for marketing and communication materials.
- Worked directly with the client to adapt images to their commercial needs and iterations of feedback.

May 2023 – Jun 2023 — **Co-Director, Bilan Carbone, Commissioned Educational Short, MoPA, Arles, FR**

EDUCATION

2021 – 2026 — **Master of Engineering, Ecole MoPA · Arles**
- 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.

2017 – 2020 — **Bac S Option International Américain (OIB), Centre International de Valbonne (Lycée)**
- Graduated bilingual (American) curriculum in science with high honors.

EXTRACURRICULAR

2023 – 2026 — **School Ambassador, MoPA**

2023 – 2025 — **Co-president of the School Music Band, MoPA**

SKILLS

Skills	3D Compositing • 2D Compositing • Lighting • Rendering • Sculpting • Modeling • Surfacing • Texturing • Assembly • Programming
Software	Nuke • Houdini • RenderMan • V-Ray • Maya • 3ds Max • ZBrush • Marvelous Designer • Substance Painter • Photoshop • Premiere Pro • After Effects • Deadline • Prism • Google Suite • ShotGrid • Git
Coding / Programming	Python

LANGUAGES

Anglais — Fluent

Français — Native speaker