

Matthieu Molina TD Lighting & Tracking Supervisor

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Career objectives

To expand my experience on exciting projects.

Professional experience

2011

DrD.Studios (Sydney) - Post production-Movie - TD Lighting - "**Happy Feet 2**" -Lighting, Compositing (Houdini, 3delight, Nuke)
One More Prod (Paris) - Post production-Comercial - TD Lighting - Supervisor "**Inazuma**", "**Darty**", "**Salon Moto**", "**Raid**"
-Modeling, Lighting, Compositing (PFtrack,Mudbox, Maya, Nuke)

2010

One More Prod (Paris) - Post production-Comercial - TD Lighting - Supervisor "**Lipton**", "**Samsung**" -Modeling, Lighting, Compositing
- (PFtrack,Mudbox, Maya, Nuke)
Walking The Dog (Bruxelles - Belgium) - 5 Months - Post production-Movie "**A Monster in Paris**" -Lighting, Compositing (XSI, Nuke)
Delapost (Paris) - Commercial - "**E.Wedel**" -PRMAN Shading,Lighting & Rendering (Maya, Renderman)
Mac Guff Line (Paris) - 9 Months -Post production-Movie "**Despicable Me**" -Lighting, Rendering, Compositing (Ink, Symbor, Mglr, Nuke)

2009

Mac Guff Line (Paris) - 9 Months -Post production-Movie - TD Lighting - "**Despicable Me**" -Lighting, Rendering, Compositing
(Ink, Symbor, Mglr, Nuke)
Digital District (Paris) - Post production-Commercial "**Nina Ricci : Ricci Ricci**" -Lighting, Shading, Rendering (Maya, Mental ray)
HECTIC Electric (Amsterdam) - Post production-Commercial "**Danone : Aqua**" -Modeling, Lighting, Shading, Rendering (Maya, Mental ray)
Delapost (Paris) - Commercial- TD Lighting - "**Feu Vert**" -Tracking,PRMAN Shader Design,Lighting & Rendering (PFtrack, Maya, Renderman)

2008

Delapost (Paris) - Commercial- TD Lighting - "**Feu Vert**" -Tracking,PRMAN Shader Design,Lighting & Rendering (PFtrack, Maya, Renderman)
DURAN(Issy les moulineaux)- 3 Months - TD Lighting - "**Underworld 3**" -Lighting, Rendering (Maya, Renderman, Mental ray)
La Generale de Production(Paris)-Post production "**Vienne**" -Tracking, Rendering for Commercial (Pftrack, Maya, Renderman)
VIEW (Paris) -Post production-Tracking TV jingle for "**Sport+**" (Pftrack)
VIEW (Paris) -Post production-Tracking TV jingle for "**Virgin 17**" (Pftrack)
Delapost (Paris) - Commercial- TD Lighting - "**Sagia**" -Modeling,Lighting,Shading,Rendering in full 3D clip (Maya, Renderman)

2007

HECTIC Electric (Paris) - Post production-Commercial - TD Lighting - "**La Recherche**" -Lighting, Shading, Rendering (Maya, Mental ray)
HECTIC Electric (Paris) - Post production-Video Clip "**Le manége**"**Stanislas** Tracking, Rendering (Pftrack,Maya, Mental ray)
VIEW(Paris) - Post production-Tracking for Russian clip "**EuropaPlus**"(Pftrack, Maya)
DUBOI DURAN (Issy les moulineaux) - TD Lighting - "**Asterix at the Olympic Games**" - Movie-Lighting,Shading,Rendering Mental ray,
Rendering shave and haircut (Maya, Mental ray, Renderman)
AVP "Amsterdam video post production" (Amsterdam) 5 months - TD Lighting - "**Seven of daran**" - Movie-Tracking, Lighting,Shading,
Rendering Shave and Haircut (Maya, Mental ray, Renderman)

HECTIC Electric (Paris) - Pre Prod for the "**Seraf**" movie Rendering Shave and Haircut (Maya, Renderman)
VIEW (Paris) -Post production-Tracking Head replacement TV jingle for M6 "**Monkey-Mini Movie**" (Pftrack)

2006

HECTIC Electric (Paris) - Post production modeling rendering commercial for "**carambar**"(Maya, Mental ray, Renderman)
-Test Rendering for commercial "**Miko Ola**" (Maya, Mental ray, Renderman)
-Pre Prod for a movie Rendering Shave and Haircut (Maya, Renderman)

VIEW (Paris) -Post production-Tracking TV jingle for M6 (PFtrack)

HECTIC Electric (Paris)-Commercial for "**Damek'up**" -Lighting, Shading, Rendering (Maya, Mental ray)

VIEW (Paris) -Post production-Tracking and modelling-TV jingle for "**Planete no Limit**"(Pftrack, Maya)

VIEW (Paris) -Post production-Tracking for Publicity-"**Aljawal**" (Boujou, Maya)

KRACOWSKA (Paris) -Commercial for Dutch products "**Mullermilch**"

EUROLAB3D (Paris) -Modeling rendering for an architectural environments "**Autoroute**"

VIEW (Paris) -Post production-Erase trackers on all sequences (combustion)-TV Jingle for M6 "**Pret a tout quitter?**"

UBISOFT (Paris) -"**Redsteel / Wii**"-Video Games-Modeling exterior and interior environments (Maya, 3DS Max)

2005

WHANG Productions (Paris) -Post production-Modeling, texturing, rendering for the video clip of "**Et c'est parti**"**Nadiya**-(Maya)

VIEW (Paris) -Post production-Tracking-Jingle "**Au secours mon chien fait la loi**" (Maya, Boujou) -TV Jingle for M6

UBISOFT (Paris) -"**187: Ride or Die / PS2**"-Video Games-Modeling and texturing exterior environments (3DS Max)

2003-2004

UBISOFT (Paris) -"**187: Ride or Die / PS2**"-Video Games-Modeling and texturing exterior environments (3DS Max)

BABYLON SOFTWARE (Poissy) -"**Rpm Tunning / PS2**"-Video Games-Modeling and texturing street environments (3DS Max)

BABYLON SOFTWARE (Poissy) -"**Rpm Tunning / PS2**"-Video Games-Modeling, texturing street environment (3DS Max)

HYDRAVISION (Tourcoing) -"**Obscure / PS2**"-Video Games-Modeling, texturing interior environment (3DS Max)

2001-2002

4X TECHNOLOGIES (Paris) -"**Jack the ripper / PS2**" - Video Games-Modeling, texturing interior and exterior environment(Maya, 3DS Max)

CRYO Networks (Paris) - Video Games-Modeling interior and exterior environment for internet video games (3DS Max)

Softwares knowledge

Maya, Renderman, 3Delight, Mental ray, Mudbox, Nuke, PFtrack, photoshop.

Education

ADAC de Paris - Formation a **SOFTIMAGE 3D** and draw school.

Université de la Sorbonne- Paris-1ere année DEUG art du spectacle, Cinema

Baccalaureat (French)

Interests

Computer graphics, RSL, Motion design, all SFX process, drawing

Skate, Snowborading, Swimming

Movies, Museum, BD