F X   T D

Tim BAUDOUIN

C O N T A C T

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DEMOREEL

S O F T W A R E

- Houdini
- Maya
- Deadline
- Nuke basics

S O F T   S K I L L S

- Resourceful
- Diligent
- Takes feedback
- Reactive

L A N G U A G E S

- English : B2
- French : Native

I N T E R E S T S

- Motorcycle
- Video Games
- Website Creation

S K I L L S

- RBD Destruction
- PYRO Simulation
- FLIP Simulation
- Procedural Modeling
- USD Solaris
- Compositing Basics

E X P E R I E N C E

FX / TD - HOMESICK GRADUATION FILM   **2025-2026**

- Creation of complex smokes simulations
- Creation of an underwater bubble tool with complex collision
- Creation of a floating particles system based on camera frustrum
- Creation of a volume based godrays based on ocean spectrum and lighting direction
- Creation of python tools to speed up the workflow between Maya and Arnold

FX - LAB PROJECT - MÉTROPOLE 2050   **2024**

- Creation of a procedural tool for creating droplets on a surface for a short film for Montpellier City Hall

Ré LOCMAT   BTP PARK TECHNICIAN - WEB MANAGEMENT

- Complete website redesign with Wix Studio
- Creation of JavaScript backend using Claude Code
- General mechanic

E D U C A T I O N

- **Master in Digital Directing FX (RNCP level 7) - HomeSick ARTFX 2021 - 2026**
- **Preparatory class ARTFX - 2020**
- **HighSchool Diploma - Léonce Vieljeux - 2020**