



CG GENERALIST / ENVIRONMENT

CARRIERE KILIAN

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Showreel / LinkedIn

I focus on building environments where art and technique serve each other, as this balance is what makes the craft truly meaningful to me. Always driven to grow and explore new workflows, I enjoy being part of a team to create worlds that feel alive.

SOFT SKILLS

Adaptability
Team working
Creativity
Pragmatic

SOFTWARE

HOUDINI / SOLARIS / USD
MAYA
NUKE
SUBSTANCE
MARI
PHOTOSHOP
PREMIERE PRO
COMFYUI

RENDERING

KARMA
VRAY
ARNOLD
3DELIGHT

LANGUAGES

FRENCH - NATIVE
ENGLISH - B2

INTERESTS

Middle Earth (Tolkien)
Mountain (ski, hiking, Speleology)
Video Games
History / Geography
Socializing

SKILLS

- Environment creation Realistic / Stylized (terrain, vegetations, Assets)
- Modeling Lighting Texturing Lookdev
- USD Compositing Layout Set-dressing

EXPERIENCE

- VFX GENERALIST INTERN - BUF COMPAGNIE** 2025
Paris, France
 - compositing, keying, motion capture, rotoscopie, cleaning
 - Work within a large-scale production pipeline
 - Movie "La Bataille De Gaulle", 2026
- 3D ARTIST INTERN - EMERSYA** 2024
Montpellier, France
 - 3D Modeling & Texturing of branded products at Emersya for interactive 3D/AR visualization.

EDUCATION

- Master in Digital Directing - ARTFX RNCP level 7** 2020 - 2026
Montpellier, France
 - Environment / CG Generalist "TUNGUSKA" shortfilm
 - Environment artist - Specialist/Helper "OKO" shortfilm
 - Metropole 2050 - advertising spot
 - PREPA ARTS - ARTFX
- HighSchool Diploma / Jean Jaurès** 2017 - 2020
Montpellier, France
 - Economics, Social and Political Sciences

REFERENCES

- Guillaume ARRIGHI**
Supervisor ARTFX
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- Mathieu ARCE**
CG Supervisor ILLOGIC / ARTFX
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