

Francis Bouthillier

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Portfolio : francisbouthillier.com

Professional Experience

2016 **Lead Technical Artist**

2017 Digital Dimension

- FX Supervision
- Pipeline and project organisation
- FX, Shaders, Scripting in Unreal Engine 4

2016 **Technical Artist**

Immersive Design Studios

- Realtime Projection in Unreal Engine 4
- Visual Scripting (Blueprint)
- Shaders and FX

2015 **3D Artist**

Tuque Games

- Modeling and shading
- FX
- Visual Scripting (Blueprint)

2013 **2D-3D Artist (contractual)**

2014 Pardeux e-learning

- 2D-3D Animation
- Motion design/Video Editing
- Illustrations

2012 **Motion Designer (contractual)**

2014 Ambiances Design Productions

- 2015 - 2D-3D Animation
- Visual Effects
- Projection on building

2011 **Front-End Web Developer**

2012 QuiboWeb

- PHP (Drupal)
- Front-End Intégration (HTML, CSS, JavaScript)
- Website Maintenance

Education

2012 **Bachelor**

2015 3D and Digital Design

NAD | UQAC

2009 **College Degree**

2012 Multimedia

Édouard-Montpetit College

Softwares

- 3DS Max, Maya, Zbrush
- Unreal Engine 4, Unity
- Photoshop, After Effects, Illustrator, Premiere Pro
- Substance Designer, Substance Painter

Programming Languages

- Python
- MaxScript
- HTML5, CSS3, Javascript
- PHP, SQL
- ActionScript 3

Awards

Honorable Mention for Artistic Direction

Montreal Game Jam (2014)

Best 'Anachronistic' Project

History of Computer Graphic course - NAD (2012)

3rd Place for Website Integration

Olympiades Québécoises (2012)

Complements

- «God Left Me» presentation at GDC for Epic Games (2015, San Francisco)
- Article on Kotaku.com and the Unreal blog for the «God left Me» project