

JULIEN BUTRUILLE

TECHNICAL / FX ARTIST

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Objective

To put an end to that eternal war between artists and techs, improving the creation pipeline, helping them and making their working life better, to add some flashy effects here and there for the pleasure of the eyes, and of course to work on great games with a great team!

Experience

- Since 2018 **WRC 8** PS4 / XBOX ONE / PC / Switch
KT-Racing
Technical Artist
- 2017 **WRC 7** PS4 / XBOX ONE / PC
KT-Racing
Technical Artist
- 2015-2017 **Dungeon Hunter Champions** iOS / Android
Gameloft Montreal
FX & Technical Artist
- 2014-2015 **Dungeon Hunter 5** iOS / Android
Gameloft Montreal
FX & Technical Artist
- 2012-2013 **Final Exam** PSN / XBLA / PC
Hydravision Entertainment / Mighty Rocket Studio - Focus Interactive
Interface Developer, Lead FX & Technical Artist
- 2011 **Snipers** PS3 / XBOX 360 / PC
Hydravision Entertainment - BigBen Interactive
Lead FX & Technical Artist
- 2007 **Obscure 2** PS2 / Wii / PC / PSP
Hydravision Entertainment - Playlogic Entertainment
CG Artist (fx & compositing)
- 2006-2007 **Alone in the Dark** PS2 / Wii
Hydravision Entertainment - Atari
3D Background Artist

Education

- 2002-2006 **University of Valenciennes**
Master of Audiovisuel & Multimedia

Skills

- Very good knowledge of the videogame production pipeline and realtime technical constraints.
- Very good knowledge of scene & asset creation, modeling, shading & texturing, lighting, as well as post-production techniques (ambient occlusion, color grading, bloom, ...).
- Good knowledge of shaders languages : HLSL, GLSL, CG as well as rendering techniques (Physically Based Rendering, ...)
- Excellent communicator, especially between art & tech departments, self-motivated and open-minded with a good sense of humor.
- Love searching for solutions, discovering and learning new things.
- Strong interest in programming languages: C++, C#, Python, LUA, ... as well as in web technologies & standards: PHP, HTML5, CSS 3 & JavaScript.
- Languages: French (mother tongue), english (fluent)

Softwares

- Currently learning Houdini
- 3dsmax, Mental Ray, VRay, Substance Designer/Painter
- Photoshop, Lightroom
- Unreal Engine, Unity
- Vue, Terragen
- Premiere, Sony Vegas
- After Effects, Combustion
- Flash & Actionsript

Miscellaneous

- Amateur photographer (landscapes, museums, urban exploration, ...)
- Love playing sports (bouldering, volleyball, scuba diving, dragon boat, snowboard, former cyclist, ...)