

# 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 2015 **Unannounced Project** iOS / Android  
Gameloft Montreal  
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
- 2010 **X-Factor** PS3 / XBOX 360 / Wii  
Hydravision Entertainment - Koch Media  
Lead FX & Technical Artist
- 2009 **Knockout Party** Wii  
Hydravision Entertainment - Ubisoft  
3D Artist, 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#, Python, LUA, ... as well as in web technologies & standards: PHP, HTML5, CSS 3 & JavaScript.
- Languages: French (mother tongue), english (fluent)

## Softwares

- 3dsmax, Mental Ray, V-Ray, Substance Designer/Painter
- Photoshop, CrazyBump, xNormal
- UDK, Unity
- Pyro, Particle Universe, ParticleIllusion, Cascade, Shuriken, ...
- Premiere, Sony Vegas
- After Effects, Combustion
- Flash & Actionscript
- Lightroom

## Miscellaneous

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