

Ruben Mayor

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VFX TD/ Artist

Professional background	<p>4 years VFX Artist/TD</p> <ul style="list-style-type: none">▪ <i>Physical simulations.</i>▪ <i>Fluids simulation.</i>▪ <i>Management of particles.</i>▪ <i>Reproduction of natural effects</i>▪ <i>Development of Python & MAXScript tools.</i>▪ <i>Consulting</i> <p>Companies & Clients :</p> <ul style="list-style-type: none">▪ The mill▪ Nwave Digital▪ 3deutig▪ Lelixir▪ Eskis Multimedia▪ Vincent Grieu▪ Alexandre Kesmarszky▪ David Fallieres
	<p>2 years Trainer in 3D infography</p> <ul style="list-style-type: none">▪ <i>Training of particles.</i>▪ <i>Training of fluids and other virtual pyrotechnical effects.</i>▪ <i>Training of MAXScript tools development.</i> <p>Institutions:</p> <ul style="list-style-type: none">▪ CGITrainer▪ Supinfocom
	<p>2 years Swiss Army Officer</p> <p>8 years Miscellaneous</p>
Training & certificates	<ul style="list-style-type: none">▪ RealFlow Essentials– Allan McKay▪ Visual Effects for film – Allan McKay▪ FumeFX – Hollywood Digital Pyrotechnics – Allan McKay▪ Hollywood VFX for Live Action Integration – Allan McKay▪ Essential & Advanced 3DS Max & Combustion – CGITrainer – ATC▪ Management – Military Officers School▪ CFC Electronicien-auto – EPSIC – Lausanne (CH)
Languages	<ul style="list-style-type: none">▪ English: technical discussion and lecture of technical documents.▪ French & Dutch: <i>mother tongues.</i>
Computing	<ul style="list-style-type: none">▪ 3D Software & plug-in: 3DS Max, Maya, FumeFX, Afterburn, Particle Flow, Thinking Particles, Rayfire, Krakatoa, MAXScript, Python, PyQt.▪ Compositing : <i>Fusion, Combustion</i>
Advantages	<ul style="list-style-type: none">▪ <i>Self learning.</i>▪ <i>Group Spirit.</i>▪ <i>Perseveration.</i>▪ <i>Organized</i>