

Alexandre GENY

Senior Composer

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Website: www.bichongarou.com

SKILLS :

Software: 2D: Nuke, Fusion, After Effects, Photoshop, Lightroom.
3D: Maya

Languages: French
English

WORK EXPERIENCES :

ILLUMINATION MACGUFF PARIS 2016-2017:

« **Despicable Me 3** » (film) Senior artist on a full cg animation movie.

« **Sing** » (film) Senior artist on a full cg animation movie.

MOVING PICTURE COMPANY MONTREAL 2014-2016:

« **Suicide Squad** » (film) Lead compositor and part of 2d supervising. Roto and clean plate brief of all the sequences, creation of wikipage to communicate with the team, look development, checking continuity of sequences, giving feedbacks to the artists, checking technical quality of renders, creating templates for Nuke.

« **The Revenant** » (film) Lead compositor, managing a team of artist, checking continuity of sequence shots, giving feedbacks to the artists, checking technical quality of renders, creating templates for Nuke.

« **Fantastic 4** » (film) Lead compositor, look development, managing a team of artist, checking continuity of sequences, giving feedbacks to the artists, checking technical quality of renders, creating templates for Nuke.

« **Pan** » (film) Lead compositor. Look development, compositing of complexe full CG shots with multiple element in deep image.

« **Victor Frankenstein** » (film) Lead compositor, managing a team of artist. Look development, checking continuity of sequences, giving feedbacks to the artists, checking technical quality of renders, creating templates for Nuke.

« **Exodus : Gods and Kings** » (film) CG/Live incrustation using keyer, tracking, camera mapping, and color grading. (Nuke)

« **X-Men : Days of Future Past** » (film) Full CG shot and CG/Live incrustation using keyer, tracking, camera mapping, and color grading. (Nuke)

DOUBLE NEGATIVE LONDON 2013:

« **Transcendence** » (film) CG/Live incrustation, keyer, tracking, and color grading on footages in 4K (Nuke)

« **Thor: The Dark World** » (film) CG/Live incrustation using deep images, keyer, tracking, and color grading. (Nuke)

« **The Hunger Games: Catching Fire** » (film) CG/Live incrustation using keyer, tracking, camera mapping, and color grading. (Nuke)

« **Fast and Furious 6** » (film) Full CG shot and CG/Live incrustation using keyer, tracking, camera mapping, and color grading. (Nuke)

JELLYFISH PICTURES LONDON 2012:

- (Nuke)
- « **BBC-Mega Tsunami** » (TV) Environment replacement using keyer, tracking, and color grading.
 - « **Jonah** » (TV) Color grading of CG elements. (Nuke)

The Mill LONDON 2012:

- « **Dr Who Season 7** » (TV) CG/Live incrustation using keyer, tracking, and color grading. (Nuke)

DOUBLE NEGATIVE LONDON 2012:

- « **Les Misérables** » (film) CG/Live incrustation using keyer, tracking, camera mapping, and color grading. (Nuke)
- « **Skyfall** » (film) Prep using keyer, tracking, and color grading. (Nuke)
- « **Total Recall** » (film) Full CG shot and CG/Live incrustation using keyer, tracking, and color grading. Full CG shot. (Nuke)

DEF2SHOOT PARIS 2008-2011:

- (Nuke)
- « **Vous n'avez encore rien vu** » (film) CG/Live incrustation using keyer, tracking, and color grading.
 - « **Carnage** » (film) CG/Live incrustation using keyer, tracking, and color grading. (Nuke). Matte painting research for the Brooklyn background. (Photoshop)
 - « **Bienvenue à Bord** » (film) Day for night effect and CG/Live incrustation using keyer, tracking, and color grading, and making night sky. (Nuke)
 - « **Les ripoux anonymes** » (TV film) CG/Live incrustation using tracking, color grading, and 3d lighting. (Nuke, Maya)
 - « **Rien à Déclarer** » (film) Texturing and camera mapping of a village. (Photoshop, Maya)
 - « **600 kilos d'or pur** » (film) Day for night effect using, tracking, keyer, color grading, and making night. (Nuke)
 - « **Donnant, donnant** » (film) Restauration of filmed images.
 - « **Carlos** » (film) CG/Live incrustation using keyer, tracking, and color grading. (Autodesk Toxic)
 - « **The Ghost Writer** » (film) Incrustation using keyer, tracking, and color grading. Making of an outside cabin plan in 3D with reflects, lights and textures. (fusion)
 - « **Une Execution Ordinaire** » (film) Restauration of filmed images.
 - « **Inter Sport** » (commercial) CG water incrustation on a CG cartoon character.
 - « **Océans** » (film) Restauration of filmed images. Elements incrustation using, keyer and color grading. (Fusion)
 - « **Yona Yona Pinguin** » (film) Shiage (debugging maya character and camera setup). Incrustation of CG character on CG background.
 - « **Caméra Café – Le Séminaire** » (film) Texturing en camera mapping on growing buildings, and rendering of different channels (reflect, mask, color). Restauration of filmed images.

EDUCATION :

- 2005 – 2008 : **Ecole George Méliès** (EESA) château Georges Méliès 4 rue Pasteur 94310 Orly.
Student movie : « **Le Fortepueille** » (Modeling, setup, texturing, animation, rendering, compositing).
2004 – 2005 : Study applied arts at **LISAA**
2004: Scientific baccalaureate Scientifique with mention, Lycée A.Einstein 91700 Sainte Geneviève

des Bois

OTHER EXPERIENCES :

Partnership between Georges Méliès school and Fabrice O. Joubert for the short movie « **French Roast** ». Character modeling.

Partnership between Jacques Giraud and me for his short movie « **Ressac** ».
Modeling, texturing, lighting, rendering and incrustation of CG elements on filmed images using a 3D tracker.
Design of « burn film » effect.

INTERESTS :

Photography, cinema, dancing, drawing, painting, piano, badminton, tennis ...