

## PERSONAL INFORMATION

Name Olivier Deveux  
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 Mobile +1 438 823 5509  
 Website http://www.3Dvx.be

## SKILLS AND COMPETENCES

Used everyday at work : 3Ds Max or Maya, Photoshop, Maya, Nuke

Other knowledge : Mari, Wirefusion, Combustion, Fireworks, Vegas, Dreamweaver, Illustrator, Encore, Sound Forge, Joomla, After effects, Wordpress

## LANGUAGES

French : mother tongue

English : fluent

Dutch : academic level

## WORK EXPERIENCE, EDUCATION AND TRAINING

Dates From September 2017 to January 2018  
 Place *Digital District, Montréal, Canada*  
 Function DMP artist on different unreleased projects.

Dates From September 2016 to August 2017  
 Place *MPC, Montréal, Canada*  
 Function DMP artist on "Alien : Covenant", "Jumanji : Welcome to the Jungle", "Murder on the Orient Express".

Dates From January 2016 to August 2016  
 Place *Montréal, Canada*  
 Function Self-training through tutorials and online training modules.

Dates From January 2015 to December 2015  
 Place *Atomic Fiction, Montréal, Canada*  
 Function DMP artist on "The Walk", "Game of Thrones S5", "Deadpool", "Rings", "Star Trek : Beyond".

Dates From May 2014 to June 2014  
 Place *Cepegre, Gosselies, Belgium*  
 Function Photoshop training over 5 weeks.

Dates From October 2011 to September 2014  
 Place *Mediamarkt, Braine-l'Alleud, Belgium*  
 Function Co-worker at the after-sales service department. As part of the management team, I develop solutions suited for our customers, head the spare parts department, and perform various administrative tasks.

Dates From May 2011 to May 2013  
 Place *b71, Namur, Belgium*  
 Function 3D Modelisation, texturing and participation in pre-production decisions on different projects.

Dates From May to October 2011  
 Place *Creative-Digital, Bierges, Belgium*  
 Function 3D Modelisation and 2D-3D post-production for internal commercials.

Dates From March to April 2011  
 Place *3DM, Bruxelles, Belgium*  
 Function 3D architecture modelisation.

Dates From December 2010 to February 2011  
 Place *BeDigital, Bruxelles, Belgium*  
 Function Compositing (keying, rotoscoping, incrustation) for films.

Dates From July to November 2010 and from January to April 2010  
 Place *Gembloux, Belgium*  
 Function Self-training through tutorials and online training modules.

Dates From May to June 2010  
 Place *Zoo SPRL, Bruxelles, Belgium*  
 Function Modelisation for a 3DRT simulation, based on customer data analysis for large retailers.

Dates From September to December 2009  
 Place *Technocité, Mons, Belgium*  
 Function Training on Adobe Encore and Adobe After Effects.

Dates From Novembre 2008 to January 2009  
 Place *Zoo SPRL, Bruxelles, Belgium*  
 Function 3D architectural internship. Modelisation, texturing and 2D compositing.

Dates 2005-2009  
 Place *Haute Ecole Albert Jacquard à Namur, Belgium*  
 Bachelor studies in Graphics Design, specialized in 3D.

Dates 2004-2005  
 Place *Université Catholique de Louvain-la-Neuve (UCL), Louvain-la-Neuve, Belgium*  
 First year of Bachelor in Computer Science.

Dates 1998-2004  
 Place *St-Guibert High School, Gembloux, Belgium*  
 High School Degree - Mathematics and Sciences.