SAMOYEAU Charlotte

Lighting Artist

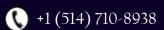
◇ CONTACT







in LinkedIn : Charlotte Samoyeau



EDUCATION

ISART Digital - Paris and Montréal (2016 - 2021)

3D general artist and specialisation in film in Montréal (AEC and RNCP)

Prep year and 2 years specializing in VFX

LISAA - Paris (2015-2016) Prep year

Sainte Marie Institution - Antony (2009-2015)

High school Diploma in Humanities

LANGUAGES







French Mother tongue

English Bilingual

Japanese Scholar

♦ ABOUT ME

Freelance 3D Lighting Artist with experience in pre-rendered and real-time lighting. Formerly at MPC, I'm now expanding my expertise through freelance work while remaining open to new opportunities in lighting and compositing, whether freelance or permanent.

EXPERIENCES

Freelance - Paris

(Feb 2025 - Now)

Created and developed my freelance business in 3D lighting.

- Currently working on my own game as the only developper (Diamstal)
- Working with Lionbridge as a QA Tester, performing gameplay checks
- Delivered a 3D readaptation/animation of a 2D mascott for an SNCF team (Oscaribou)
- Delivered several stylized assets for a puzzle game with Unco Games (Weeny Wise)

Mollo Bakery - Montreal

(Apr - Nov 2024)

Welcomed and advised customers, managed sales and transactions.

- Maintained excellent customer service in a fast-paced environment.
- Managed inventory and arranged product displays to optimize presentation and sales.
- Developed strong customer relations and teamwork skills.

Actively searching - Montreal

(Oct 2023 - Mar 2024)

Continued job search in the VFX and video game industry.

- Advanced process at Rodéo FX, halted due to the industry strike.
- Guest interview on Lighting Bot (Nov 2023) about immigration challenges in VFX.
- Explored career shifts, including a Data Analysis course (Mar 2024).
- Personal development and technology watch to stay up to date with trends in 3D and real-time lighting.

MPC - Montreal

(Jan 2022 - Sep 2023)

Working as a Lighting Artist
-Pinocchio 2022 (Disney +)
-Sonic 2, 2022 (render helper)
-The Little Mermaid 2023

-Prehistoric Planet S2 (Apple TV)

-Transformers, Rise of the Beast (render helper)

-Atlas, 2024 (Netflix)

Beaniez - Montreal

(Apr - June 2021)

Internship as a 3D artist for presenting hand made products

Youtouch - Montreal

(Mar - June 2020)

Internship: VFX 2D animator on Unity for Dum Dum Dino game

SOFTWARES



Photoshop, After Effects, Media Encoder, Illustrator



Katana, Nuke, Mari



Maya with Arnold, VRay, Renderman



ZBrush, Photoscan, Sculptris



Unreal Engine 4/5, Unity