

# SAMOYEAU Charlotte

## Lighting Artist

### ◇ CONTACT



Paris, FRANCE



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### ◇ 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 developer (Diamstal)
- Working with Lionbridge as a QA Tester, performing gameplay checks
- Delivered a 3D readaptation/animation of a 2D mascot 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, V-Ray,  
Renderman



ZBrush, Photoscan,  
Sculptris



Unreal Engine 4/5, Unity