

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.

- Designed a portfolio and a professional website to showcase my work.
- Prospected and engaged with potential clients for collaborations.
- Kept up with industry trends and honed my skills in 3D and lighting to expand my professional opportunities.

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 +)
- *Prehistoric Planet S2* (Apple TV)
- *Sonic 2*, 2022 (render helper)
- *Transformers, Rise of the Beast* (render helper)
- *The Little Mermaid* 2023
- *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