TOM PERONY



CONTACT INFORMATION

\(+33 7 68 09 06 67

www.tom-perony.fr

TECHNICAL SKILLS

Automation & Tools

Built custom tools to streamline caches, scene assembly, rendering, denoising...

Pipeline

Developed and maintained automated pipelines for efficient workflow.

SOFTWARE PROFICIENCY

- Renderman & Tractor
- Maya
- Houdini
- Nuke
- SubstancePainter
- Zbrush

PROGRAMMING

• Python 3 & 2.7

APIs: Maya, Houdini, Tractor, Nuke... UI: Tkinter, DDC's UI systems

- TCL
- Batch script

SOFT SKILLS

- Problem solver
- Proactive
- Collaborative
- Fast learner
- Creative thinker

OBJECTIVE

Proactive 3D & FX artist with a strong foundation in technical direction, pipeline development, and tools building.

Seeking to leverage my skills to contribute to innovative projects. Eager to collaborate with a team of talented professionals and continuously learn new techniques to enhance my expertise and contribute effectively.

EXPERIENCE

GRADUATION SHORT: TD, PIPELINE, FX, CFX, RENDER WRANGLER, SETDRESS, SURFACING, LIGHTING, COMPOSITING

Collaborated with a team of 8 for over a year to produce our graduation short film "RushMore" at ESMA.

Developed a wide range of 30+ tools and scripts for automating tasks and easing processes, from early animation phases to denoising and compositing passing through scattering, scene assembly, CFX etc., resulting in a savings of hundreds of hours in production time.

3RD YEAR SHORT: TD, PIPELINE, FX, CFX, SURFACING, LIGHTING

Participated in a 6-week production cycle, collaborating with a team of 6 to create the short film "The TurboDirt 3000".

3D GENERALIST INTERNSHIP

Sandwich studio, WFH

Designed and created several environments for a Web3 gaming experience.

EDUCATION

MASTER DEGREE:

EXPERT IN DESIGN AND PRODUCTION - 3D ANIMATION AND SPECIAL EFFECTS

ESMA, France | 2020 - 2024

ENTERTAINMENT PREPARATORY CLASS

ESMA, France | 2019 - 2020

SCIENTIFIC BACCALAUREATE

Fenelon, France | 2016 - 2019

LANGUAGES

- FRENCH, Native
- ENGLISH, Advanced
- GERMAN, Beginner