



Noël Froger (1977)

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FRANCE

Compétences

Team Leadership: Proactive Problem Solver, quickly identify and resolve issues, ensuring teams make timely and effective decisions. Ability to recognize each individual's strengths and create team synergy.

Artistic Skills: Keen eye for detail, know how to make thing works, patient and persistent. Able to maintain and guide an artistic direction.

Current Main Software's:

Houdini – Solid experience in real-time modeling and its constraints, tool creation for artists. Use of Houdini Engine in Unreal (Procedural Assets, Custom Landscapes, Chaos Destruction).

Unreal Engine - Blueprints & PCG, Materials, Custom Shaders (HLSL). Thorough knowledge of the Rendering and Animation pipeline (Sequencer & MRQ). Level Design.

Pipeline & Rendering: Shader Building, Houdini Engine and Digital Assets, Rigging (KineFX), Rendering (Arnold & Redshift).

Animation: Fluent with Motion Graphic Style Animations, Character Animation and Motion Retargeting.

Compositing & Finishing: Experienced with Nuke, Fusion, and DaVinci Resolve

Programming: Python, VEX, Bash

Currently learning: C++ (Unreal plugins).

Technical Skills: Strong understanding of operating systems, including Linux server administration.

Training: Great communication skills and enjoys training others in various fields. Passionate about explaining the fundamentals of 2D/3D imagery.

Communication: French & English

Technical Artist – Unreal Engine Specialist

3D Artist, Technical Designer and Art Director with a passion for achieving CG perfection and detail. Enthusiast about CG technology in general.

Immersed in computer graphics since the Amiga generation, I began graphics creation in early 90's. After gaining early professional experience in 1996 with Lightwave3D, I obtained a diploma in computer graphics at Supcréa Grenoble in 1999.

Over the years, I've continuously developed new skills and stayed on the lookout for new techniques and software. In 2008 with the introduction of ICE in Softimage XSI, I discovered procedural creation and its advantages. In 2014, I explored Houdini and then Unreal Engine in 2015, which I gradually integrated into production, major assets for increasing productivity and complexity.

I have never left the production environment. I am a strong believer in a hands-on approach, where only those who practice can make the right choices for the team and the projects.

Professional Background

- 2021 - 2024** ● **PRODUCTION DIRECTOR REALTIME 3D**
Kennedy Agency | Paris (Remote Team)
3d Artist / Technical Artist / Developer.
 In charge of the Virtual 3D department using Unreal, Procedural Modeling (Houdini), Tool Creation (Houdini HDAs, Unreal Blueprints, Python, Bash), Rendering (Unreal), Texturing (Substance Designer/Painter), On-site client support.

 - Virtual Sets & Augmented Reality. French Elections 2022 @TF1, Fifa World Cup 2022 @TF1, News Channels @Al Mashhad, 50' inside @TF1, Chroniques Criminelles @TF1, Genton Productions and other Broadcast productions.
 - 3D Animations in Unreal: Michel Sardou tour, Immersive Films, Illustrations for Reports, VFX for Music Videos and TV Commercials.
- 2007 - 2021** ● **PRODUCTION MANAGER 3D**
Magic Dice Productions | Paris (Remote Team)
3d Artist / Technical Artist
 In charge of 3d Production. Realtime (Unreal, Unity), Procedural Modeling (Softimage / Houdini), Tools (Houdini HDA, Bash), Rendu (Unreal, Arnold, Vray, MentalRay), Texturing (Substance Designer / Painter).

 - Virtual Real-Time Environments for Audiovisual Productions.
 - Motion Graphics, Broadcast Design for TF1/Fr2/Fr3/M6/C8/RTS.
 - TV Commercials, Music Videos
- 2000 - 2007** ● **GENERALIST 3D ARTIST**
Artesia Interactive | Grenoble
3d Artist

 - Broadcast Design for Intervilles, Le Bigdil, Cresus and other Production companies.
 - 2D/3D Animations for Rossignol, France Telecom, ILM Grenoble, Groupe Tessi and other brands/companies.
 - 2D/ 3D Logo Design
- 1999 - 2000** ● **3D/2D GRAPHICS ARTIST**
BLM Studios | Grenoble

 - 3D modeling from blueprints / Photorealistic Raytracing Rendering for industrial products, Schneider Electric (Images), Somfy (Video).
 - 2D/3D Graphics, advertising brochures, logo design.
- 1998 - 1999** ● **3D/2D GRAPHICS ARTIST**
Origine Design | Grenoble

 - 2D Graphics (Photoshop)
 - 3D Modeling and Rendering (Lightwave3D) for Architectural projects (Images and Videos)

Education Background

- 1998 - 2000** ● **COMPUTER GRAPHICS & IMAGE PROCESSING**
Supcréa | Grenoble
 Level III Graphic Design (Bac+2)