

Vincent Jalliffier-Merlon

Technical & VFX Artist

PROFILE

I'm a young Technical artist with a deep interest in contemporary art. With a holistic approach, I want to make video game with a strong philosophical & artistic content.

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EDUCATION

- **2013-2018 – Supinfogame, Valenciennes France – Master's Degree in Video Game Realization.**

3D modeling (character, environment, hard surface), texturing with various techniques (Substance, Quixel, Photoshop), 2D Art, Animation, realization of a lot of games during intensive weeks.

- TOIEC - 990/990
- **2013 – Lycée Mariette, Boulogne/mer France – School Learning Certificate, majored in Science.**

With Honors & European English mention

EXPERIENCE

- **Junior VFX Artist at Wolcen Studio - 11 months - Today**

I work as one of the two FX artist of the company, under the direction of the Artistic Director and the Game Director. I also worked on optimization both for the VFX and the engine itself.

- Created and integrated gameplay, environment & cinematics VFXs
- Created few tools for artist & designers to use.
- Created a pipeline for profiling massive amount of VFXs automatically by modifying the engine & creating dedicated tools.

- **Technical & VFX Artist at Persistant Studios - 2 years & 3 months**

I worked as an outsourcer, working with PopcornFX to showcase the strength of the third party VFX editor developed by our team.

- Creating VFX (PopcornFX & VFX Graph), shaders & Post-Process for videogames.
- Creating Tools in Unity, Unreal or with Python 3.7 to enhance our workflow
- Testing the new features of PopcornFX V2

- **3D Artist at Pinpin Team– 3 month 2017**

PROJECTS

- **Century Age of Ashes**

I worked as a VFX Artist and Technical Artist. I develop the visual looks, going back & forth with the artistic director, and doing example of integration in blueprint for the developpement team.

- Creating Gameplay and Environment VFXs.
- Creating shaders for the dragons and optimizing them.

- **Wolcen Bloodtrail & Bloodstorm**

I worked as a VFX Artist and Technical Artist. I develop the visual looks, going back & forth with the artistic director, and doing example of integration in blueprint for the developpement team.

- Creating gameplay VFXs and integrating them alongside developers.
- Creating environment, ambient and camera based VFXs.
- Designing and integrating VFX in the "dynamic cutscenes" of the story content.
- Reworking old updated VFXs and debugging them.

- **Previsualization Demo with XSens**

I created a scene for a showcase on the XSens Booth at the SIGGRAPH2019 in which a dancer was inhabiting, through live motion capture, a VFX based celestial being i developed. The project used UE4, ARToolkit, XSens Motion Capture & PopcornFX V2)

PROJECTS

- **Carbon Core - 3 month 2018**

A project done in collaboration with Qualcomm. It is a technical demo to showcase the new Snapdragon chipset at the GDC2019. It's a robot brawler fighting game done on UE4 rendered in Vulkan.

- **Initen – 1 year 2017-2018**

My school graduation project, done during the whole final year. Initen is a game in which you embody Abuchi, a graceful Traveler looking for water, which, due to a unique ability to see and bend sound, can overcome all the obstacles to achieve this goal.

I was the Producer, Tech Artist, Composer and one of the 3D Artist, in charge of 2 fellow artists, 4 designers and 1 programmer.

- Splitting & addressing the tasks to the team. Planning and prioritizing the production.
- Managing the communication within the team and with the pedagogy and the professional counsellors.
- Organizing and preparing the different presentations.
- Taking part in the art direction.
- Creating the workflows for Environment and Sound Visualisation.
- Producing the FXs.
- Producing a part of the Landscape.

SKILLS

French: Native

English: Fluent

Spanish: Conversational

Team Management

3D Modeling Hard Surface & Environment

VFX & Tech Art

Music Composition

Great artistic culture

Polyvalent & flexible

SOFTWARES

Autodesk 3DS Max

Adobe Creative Suite

Substance Suite

Unity

Unreal Engine 4

Lumberyard

FL Studio

PopCorn FX

Unity VFX Graph

Niagara

Embergen

SCRIPTING LANGUAGE

C#

Python 3.7

HLSL

C

MaxScript

INTERESTS

Video Games

Stanley's Parable, Last of us II, Devil May Cry 6, Firewatch, Towerfall : Ascension, Hades, It Takes Two

Art

Egon Schiele, Mucha, Shift//Delete, Degas, Utrillo, Wilfredo Lam, Tokujin Yoshioka, Manet

Listening music

Led Zeppelin, The Who, Gorillaz, White Stripes, MC Solaar, The Yes, Camp Cope, PUP

Playing music

Drums, Bass Guitar, Guitar, MAO, Pan Flute

Movies & Series

Lost in Translation, Mauvais Sang, Mommy, Tommy, Phantom of the Paradise, Pi, Princess Mononoke, Neon Genesis Evangelion, Vinyl, Twin Peaks, Kill la Kill, Little Witch Academia, Steven Universe, Adventure Time

Literature

Stendhal, C. Doyle, A. Soljenitsyne, C. Baudelaire, C. Schultz, I. Asimov

Sport

Squash, Running, Sailing, Volleyball, Climbing

Game Jams

ZooMachines Festival, Ludum Dare, Global Game Jam