Vincent Jalliffier-Merlon

VFX & Technical Artist

PROFILE

I'm a VFX & Technical Artist with a deep interest in contemporary art. With a holistic approach, I thrive to make video games with a strong philosophical & artistic content.

🏠 London, ON, Canada (open to relocation)
in https://www.linkedin.com/in/vincent-jm
📞 +33.637.036.301
✉ vincent.jalliffier@free.fr
🌐 https://www.vincent-jm.net/

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, Game Jams & Intensive development camps.
  - TOEIC - 990/990.

- **2013 – Lycée Mariette, Boulogne/Mer France – School Learning Certificate, majored in science.**
  With Honors & European English mention.

EXPERIENCE

- **VFX Artist Fulltime at Digital Extremes – since 2022**

- **VFX Artist – Independent Consultant for Digital Extremes – 1 year – 2021-2022**
  I work as one of the five VFX artists of Digital Extremes, working mainly on Warframe, designing and creating visuals based on direct feedback of the designers and artists as the development progresses. I also help out with technical art, integrating the VFXs, and helping out with complex and interactive setups for gameplay.
  - Design, realization and integration of Character, Abilities, Weapons VFXs and Customization items.
  - Creation & integration of environmental VFX.
  - Optimization of pre-existing VFX.
  - Designing and integrating complex gameplay interactables.
  - Fulfilling other VFX functions based on the company's needs.

- **Junior VFX Artist at Wolcen Studio – 1 year – 2020-2021**
  I worked as one of the two VFX artist of the company, under the direction of the Art 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 to profile massive amount of VFXs automatically by modifying the engine & creating dedicated tools.

- **Technical & VFX Artist at Persistant Studios – 2 years & 3 monthes – 2018-2020**
  I worked as an outsourcer, working with PopcornFX to showcase the strength of the third party VFX editor developed by our team.
  - Creating VFX, Shaders & Post-Process for games, applications and installations.
  - 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

- **Warframe**
  I worked along 4 other artists on Warframe, developing visuals for the 4 last big updates: The Duviri Paradox, Veilbreaker, Angels of Zariman and The New War.
  - Designing, developing and integrating gameplay VFXs (portals on duviri, radar and "guiding light", pickups...) as well as character/ennemies abilities and weapon, or environmental Effects.
  - Creating meshes, textures and animation based on the context needs.
  - Developing HLSL shaders and lua scripts when needed to achieve complex and specific effects.
  - Improving our current workflow by bringing new tools to the table or suggesting engine modification.

PROJECTS

- ### Wolcen: Bloodtrail, Bloodstorm & Arise

I worked as a VFX Artist, developing visuals in close proximity with both my lead and the art director, developing new pipelines as the tools and the game and its ambition grew, proposing new tools and engine modification to the development 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 existing VFXs and debugging them.
  - Creating Tools to ease the production and the art optimization.

- ### Century: Age of Ashes

I worked as a VFX and Technical Artist, I developed the visual looks, going back & forth with the artistic director, and doing example of integration in blueprint for the development team.
  - Creating gameplay and environment VFXs.
  - Creating shaders for the dragons and optimizing them.

- ### Previsualization Demo with XSens at SIGGRAPH 2019

I created and presented an experience to showcase how to use PopcornFX in a real-time previsualization setting in partnership with XSens on their booth. A dancer was inhabiting, through live motion capture, a VFX based celestial being I developed with the help of another artist. It was made with UE4, ARToolkit, XSens Motion Capture & PopcornFX.

- ### Initen

My school graduation project, over the course of a whole year with a team of 8 people. Initen is a game in which you embody Abuchi, a graceful traveler looking for water which can see and bend sound.
I worked as the Producer and Tech Artist, and help with 3D and the music.

SKILLS

French: Native
English: Fluent
Spanish: Conversational
Team Management & Conflict Solving
3D Modeling & Texture Creation
Math & Tech Art
Music Composition
Great Artistic Culture
Polyvalent & Flexible

SOFTWARES

- Autodesk 3DS Max
- Blender
- Adobe Creative Suite
- Substance Suite
- Unity
- Unreal Engine 4
- Lumberyard
- FL Studio
- Pop Corn FX
- Embergen

- HLSL
- C
- MaxScript

SCRIPTING LANGAGES

- C#
- Python 3.7

INTERESTS

Video Games
Stanley's Parable, Last of us II, Final Fantasy XIV, Towerfall: Ascension, Pokemon: Legend of Arceus, Hades, Zelda TOTK, It Takes Two, Persona 5

Art
Egon Schiele, Mucha, Shift//Delete, Degas, Utrillo, Ren Hang, Tokujin Yoshioka, Manet, Araki

Listening music
The Yes, toe, The Who, PUP, Phoebe Bridgers, Covet, Dionaea, 65daysofstatic, Car Seat Headrest, The Hotelier, Death Cab for Cutie, Good Kid

Playing music
Drums, Bass Guitar, Guitar, MAO, Pan Flute

Movies & Series
Lost in Translation, Mommy, Tommy, Adventure Time, Princess Mononoke, Phantom of the Paradise, Suzume, Neon Genesis Evangelion, Pi, Insomniac After Schools, Heavenly Delusion, Kill la Kill, Twin Peaks, Sunny Boy

Literature
Stendhal, A. Soljenitsyne, A.C. Macdonald, C. Baudelaire, C. Schultz, I. Asimov, C. Umino, I. Ogawa, I. Asano

Sport
Squash, Running, Sailing, Volleyball, Climbing

Game Jams
ZooMachines Festival, Ludum Dare, Global Game Jam