

Tristan St-Ours-Nadon

Lighting/compositing artist

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WORK EXPERIENCE

Lighting/compositing artist

Mikros Animation

Montreal, Canada

2022 - 2023

- Lighting key shots, meant to act as starting points for baby shots and based on a given color key/visual reference
- Scene and render optimization
- Making sure there's no noise or fireflies in rendered images
- Previsualising and adjusting the lighting in compositing
- Technical problem solving/troubleshooting

Lighting/compositing artist

SHED Inc.

Montreal, Canada

2021 - 2022

- Lighting, compositing and rendering of CG adds on tight deadlines
- Lighting, compositing and rendering of 3D models in order for them to match live action video footage (plate)
- Scene and render optimization
- Making sure there's no noise or fireflies in rendered images
- Technical problem solving/troubleshooting

Runner

Cinesite Montréal

Montreal, Canada

2020 - 2020

- Working for the installations and infrastructures department and making sure its various needs are met
- Material delivery to employees working remotely

EDUCATION

Lighting for animation student

Academy of Animated Art (TDU)

2020 - today

Bachelor's degree in 3D animation

Université Laval

2017 - 2020

Certificate in screenwriting

Université du Québec à Montréal

2016 - 2017

Associate degree in art, letters and cinema

Cégep de Granby Haute-Yamaska

2014 - 2016

SKILLS

Known softwares

Maya Substance Painter
Arnold Adobe Premiere Pro
Nuke Adobe Photoshop
Redshift Adobe After Effects
Katana Blender
Houdini Unreal

Other experiences

Video editing
Film shooting
Audio engineering
Motion capture

Spoken/written languages

French (native)
English

INTERESTS

Music, sitcoms, video games, role-playing games