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FX TD

Education

2007-2009 Master's Degree "Arts and Technologies of Image", (A.T.I. Paris 8), with honours.
2006-2007 License "Arts and Technologies of Image", (A.T.I. Paris 8 University, FR), with honours.
2004-2006 Bac +2 Visual Arts, (Paris 8 University, France).
2004 Baccalauréat Littéraire, Visual Arts speciality, (Bondy, France), with honours.
2001 Brevet des collèges (Bondy, FR).

Skills

Specialities FX : fluid simulation, particles, rigid bodies, nDynamics, scripting, fx rendering

Effects : Maya, MEL, Fracture, Bullet, RealFlow, (learning Houdini).

Precomp/Grading: Nuke, After Effects, PS Lightroom.

OS : Win, Linux.

Language : French, English.

Experiences

FX TD @ Moving Picture Company : November 2010 - present

Effects on Films and Commercials using Maya and MPC proprietary tools :

- *Harry Potter and the Deathly Hallows: Part 2* (fluid & particles sim, mel, PAPI rigid bodies,...)

- *John Carter* (misc dust using maya fluid and sprites for shots and generic library)

- *Wrath of the Titans* (debris, dust simulation & render using mel, nParticles, Flowline, PRman/MR)

- *World War Z* (gun impact dust rig for library, character dust, mel, PRman volume rendering)

- *A Madness of Angels* (rigid bodies, particles instancing, mel)

FX TD @ Teletota : May - July 2010

- *La Maison des Rocheville*, telefilm : look dev FX (fluid, nParticles), precomp (Maya / AE).

FX TD @ Chez Eddy : April 2010

- *Vichy Aqualia*, commercials : water transformations (Realflow / Maya).

FX Artist @ Mac Guff Ligne : Febr - Mar 2010

- *Despicable Me*, animated feature film : ground destruction, fluid simulation (Maya / Nuke).

FX Artist @ Teletota : Jan 2010

- *Alsa - Yaourt*, commercials : flour particles, milk simulation (Realflow / Maya).

FX Artist @ Teletota : June 2009

- *Isotoner - Umbrella*, commercials : water simulation (Realflow / Maya).

FX Artist @ TeamTO : May - Sept 2008

- *Adibou 2*, animated series : misc particles effects, basic fish flocking, comp (Maya / Fusion).

Internship @ Blue Spirit : July 2006

- *Grabouillon*, animated series : storyboard learning.

Internship @ Timoon Animation : July 2005

- *Les Copains de la Forêt*, animated series : props design.

Other activities

2010 : "Line", master thesis short film screened at various festivals : Nemo, ViewFest, Klik!, SIGMAD...

July - October 2010 : Beta-tester for FractureFX, an event-driven destruction plugin for Maya.

Sept 2008 : Winner of "Special Prize Cube Artistic Expression" game prototype Competition 3D3festival.

Nov 2007 : Winner of "Autodesk Maya Award" in the Chained Animation at E-Magiciens(FR).

Interests

Drawing, photography, cinema, generative art, sound design, meteorology.