

## **Nathalie Buce**

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**<http://www.nathaliebuce.com>**

## **Work Experience**

### **Sony Imageworks**

*Senior Texture Painter*

Vancouver, CA

May 2014 – April 2015

- Angry Birds
  - Characters (Bubbles, Hal, Old Lady) : texture painting
  - Environment/prop : texture painting

### **Dr D Studios**

*Senior Surfacers*

Sidney, AUS

May 2011 - Nov 2011

- Happy Feet 2
  - Characters (Raul, Ramon, Nestor)
  - texture painting/look development/fur-hair grooming
  - Environment : Lead texture painter (Research Vessel) texture painting/look development

### **Dreamworks Animation Studios**

*Senior Surfacers*

Los Angeles, USA

Sept 2003 - Dec 2008

- How to Train Your Dragon
  - Characters (Gobber, Gronckle,...) texture painting /look development Hair-fur grooming/look development
  - Generic/crowds surfacing setup texture painting/look development/fur-hair grooming
- Bee Movie
  - Generic/crowds characters surfacing setup
  - texture painting/look development/fur-hair grooming
- Flushed Away
  - Character (Roddy, Fetcher,...)
  - texture painting/look development (Aardman plasticine)
- Over The Hedge
  - Character (Hammy, Vincent,...) texture painting/Fur grooming/look development

### **Cinesite Europe**

*Head of Texturing Department*

London, UK

2002 – 2003

- Supervising texture/look development
- Communicating needs to and from other departments
- Overseeing texturing pipeline optimizations
- Ensuring department deadlines were met

## **Cinesite Europe**

London, UK

*Animator, Texturer, Lighter*

1996 – 2002

- The League of Extraordinary Gentlemen
- Tomb Raider
- Monkey King
- Animal Farm
- The Avengers
- Lost in Space
- Tomorrow Never Dies
- Spawn
- Event Horizon

## **Sony Psygnosis**

London, UK

*3D Animator*

1995 - 1996

- Animation, modeling, lighting, texturing, rigging

## **Empire Interactive**

London, UK

*3D animator*

1994 - 1995

- Produced the artwork for the visualization of a game based on "Yogi Bear"
- Basic unix system administration

## **E d u c a t i o n**

### **Bournemouth University**

Bournemouth, UK

- M.A, Computer Animation

### **Academie des Beaux Arts de Bruxelles**

Brussels, Belgium

- Degree in graphic design & publicity.

### **Ecole de Photographie de la Ville de Bruxelles**

Brussels, Belgium

- Diplome d'accès a la profession de photographe.

## **S o f t w a r e**

- Mari, Houdini, Mudbox, Maya, Maya xgen, Renderman/Slim, DeepPaint, Photoshop and Dreamworks proprietary software

**References** Available on request