

Gilles Avraam

FX TD / TA


updated 5/05/2025


PROFILE

Polyvalent, I combine technique and creativity. A problem solver and good listener, I enjoy technical and artistic challenges.

CONTACT

 [Gilles Avraam](#)

 avraamgile@gmail.com

 0647747579

<https://gillesavraam.com/projets>

SKILLS

- **Python**
- C++
- GLSL, OpenCL
- vex, maxscript, mel
- Javascript
- **Houdini**
- Unreal Engine
- Unity
- Maya,
- 3ds max
- Nuke
- Blender
- **USD pipeline**
- shotgrid (flow)
- Collaboration
- Problem-solving

LANGUES

- English
- French

HOBBIES

LiveCoding, Guitare, MMA, Gym, Speleology

WORK EXPERIENCE

Point Flottant

FX artist & Houdini generalist (*freelance*)

2025

- Procedural setup creation for commercial creation.

3 month (*current*)

C14 Studio

Technical Artist & Houdini generalist (*freelance*)

2025

- Procedural setup creation, lighting & lookdev for international immersive show.
- Creation of tools and setup to improve the pipe workflow.

2 month

UNIT IMAGE

FX TD & Reel Time FX artist (*freelance, work-study & internship*)

2024 - 2023

- Creation of tools to improve the FX pipe workflow.
- FX artist, Setup creation, Simulation.
- Production support. (*The company had up to 120 talents.*)

1 year 7 month

SUPERPROD

TD Pipeline (*internship*)

2022

- Assistance in the production of the Superprod **USD** pipeline.
- Creation of manufacturing assistance tools and contribution to the film pipeline.
- Production support. (*The company had up to 400 talents.*)

4 month

INTERFX

Lead Fx & Unreal Engine (*ultra-hackaton*)

2021 & 2022

- Real-time FX artist
- Creation of a Houdini to Unreal pipeline

2 month

SOLEAD AGENCY

Web developer (*work-study*)

2021 - 2020

- Website integration and development
- Javascript, Vue.js, React, Mysql

1 year

BIOETHICS CONSULTING

Full stack developer (*internship*)

2020 - 2 month

- Development of a back-office and a graphic charter.

COMMEJETEVOIS

Camera Operator / Videographer (*freelance*)

2020- 2019 1 year

- Main cameraman and photographer / Editing and visual effects

LIGM

(Computer Science Laboratory)

Full stack developer (*internship*)

2019 - 2 month

- Programming of a mobile first game

EDUCATION

Licence & Master

B grade

Master Art Technologie de l'Image (*ATI université Paris 8*)

Generalist technical and artistic training .

- Algorithms and programming
- **FX & Compositing**
- **Pipeline** and software management
- 3D modelling and animation
- Game development

Bachelor**Bachelor digital project manager** ([IIM](#))

- Agile project management training, Scrum
- Web and digital development

DUT**DUT MMI** ([University Gustave Eiffel Marne la vallée](#))*B grade*

- Website and application development
- Video production: from conception to post-production, VFX
- Learning internet communication tools and marketing

BAC**high School diploma STI2D cinema option**

- Discovery of computer science and audiovisual technology