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## Experience

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| Apr 2015-Present                       | <b>Supervisor Look development and Lighting</b><br>Digital Domain 3.0<br>- Deadpool   |
| Dec 2013-Mar 2015<br>(1 year 4 months) | <b>Lead Look development</b><br>Digital Domain 3.0<br>- Furious 7<br>- Blackhat<br>- BHF Baby TV ad<br>- Lost river   |
| Oct 2012-Nov 2013<br>(1 year 2 months) | <b>Senior Look development, Texturing and Lighting</b><br>Scanline VFX<br>- Captain America : The winter soldier<br>- Game of thrones<br>- 300: Rise of an empire |
| Apr 2011-Nov 2012<br>(1 year 8 months) | <b>Look development and Lighting</b><br>Digital Domain<br>- Ender's game<br>- Jack the giant slayer   |
| Feb 2011-Apr 2011<br>(3 months)        | <b>Lighting</b><br>Digital Domain<br>- Thor   |
| May 2010-Jan 2011<br>(9 months)        | <b>Look development and Key lighting</b><br>Modus FX<br>- Source code<br>- Super  |
| Oct 2009-Mar 2010<br>(6 months)        | <b>Look development, Lighting, Compositing and FX</b><br>Mikros Image<br>- Black heaven   |
| Feb 2008-May 2009<br>(1 year 4 months) | <b>Look development and Lighting</b><br>Luxanimation<br>- Luke and Lucy : The Texas rangers   |
| Sep 2006-Jun 2007<br>(1 year)          | <b>Lighting/Compositing, Fx Particles, Rigging/Skinning, (Story, Modeling...)</b><br>Personal project<br>- Short movie : qub                                      |

## Education

Sep 2004-Jun 2007	Superior School of Animation Diploma with honors ( <a href="http://www.esma-montpellier.com">www.esma-montpellier.com</a> )
Sep 2003-Jun 2004	Art university
Jun 2003	High school diploma (scientific focus)

## Software Experience

Maya, Katana, Softimage, 3dsMax, Renderman, Vray, Arnold, Mental Ray, Air Nuke, Digital Fusion, Mari, Adobe Photoshop, Adobe After Effects, Adobe Premiere

## Technical Skills

**Look development:** Building of organized and advanced shading networks or tools. Always keeping optimized networks resulting in short render times. Understanding of material's physical properties to create realistic assets. Complete use of Mari and Photoshop so I can easily orient texture artists or be autonomous.

**Lighting:** Capability to create quick traditional lighting rigs or more recent light rigs including environment domes, hdr cards, reprojected set etc. Complete use of Renderman, V-Ray, Arnold, Mental ray, Maya, Katana, Softimage and 3dsMax.

**Compositing:** Attention to detail and creativity. My knowledge of compositing allows me to work hand into hand with the compositing department to create an efficient pipeline and continuity from lookdev and lighting to compositing. Complete use of Nuke, Fusion, After effects.

**FX:** Knowledge of particles, rigging, deformation tools, Python and Mel, logical abilities and rigor.

## Professional Project

These projects allowed me to underline my main skills :

- evolved artistic sense and taste
- logic and efficient, always looking forward to build new tools and work with TDs
- strong technical skills, either for assimilating new software, pipeline or for applying complex techniques
- methodological sense : team organization within a production, meeting deadlines with a healthy distribution of time, autonomy and decision-making

I wish to pursue my career in the field of Look development; while always looking forward to assume more responsibilities.