



Passionate about 3D for several years, I enjoy building strong storytelling through my work, from modeling detailed assets to compositing. I am rigorous, well-organized, I like working in a team and learning from others.



+33 7 69 83 59 99



julien.busseau@artfx.fr



Vitry s/ Seine 94400 FRANCE



[Linkedin](#)



[ArtStation](#)



Demoreel

LANGUAGES



French
Native



English B2
Professional
working
proficiency



Spanish B1
Intermediate

INTERESTS



Julien Busseau

Junior FX Artist / CG Generalist

EXPERIENCES

FX, Assets, Project Manager | ARTFX (Leviathan Shortfilm)

October 2025 - May 2026

- FX Simulations (Flip, Vellum, RBD), VEX knowledge
- Responsible for 90% of the Assets, UVs and Texturing
- Team Management, Project scheduling & tracking, Task delegation & follow-up, Communication, Problem solving

3D Generalist | MPC Paris | Internship

July - August 2024

- Procedural Snow Setup in Houdini
 - LiDAR Environment Scans cleanup in Houdini
 - Texturing clothes for crowd in Substance Painter
- Dracula (2025)

Editing & Motion Design | Freelance

September 2016 - July 2024

- Logging, Editing and Subtitling for TF1 productions
- Video Editor & Motion Designer for multiple YouTube creators

EDUCATION

Master's Degree in 3D & Visual Effects | ARTFX | Paris

2022 - 2026

Bachelor's Degree in Video Editing | CLCF | Paris

2018 - 2021

SOFTWARES



Maya



Arnold



Houdini



Karma



Solaris / USD



Unreal



Nuke



Adobe*

*Photoshop, Premiere Pro, After Effects, Substance Painter