

MAXIME RAMOS

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LIGHTING ARTIST

Portfolio on : <http://www.maxime-ramos.com/index.html>

EXPERIENCES

02/12 -02/13

Visceral Games

(1 years)

Lighting Artist on Dead Space 3 (PS3 main platform/XBOX 360/PC)

Full deferred dynamic lighting on NEO proprietary engine (environment, character and cinematics)
Strong scripting lighting for gameplay events, cinematics and coop (host and client)
Light fixtures creations (with some vfx) / Post effects SSAO and SSR
Work in collaboration with design and environment team
Respect the production dead lines and the GPU budget
Follow and interpret the Art Direction (Concept Art, Color script)
Solving problem (debug scripting, budget...) and work with minimal supervision

06/09 -12/11

Eden Games

(2 years 6 months)

Reference lighting and shading artist for production and R&D

Collaboration with the rendering engineering team on shader, post Fx and lighting design
Lightmap creation tool design
Participation with INRIA (research agency) on various rendering R&D projects (SSAO, SSGI)

06/09 - 12/10

Eden Games

(1 year 6 months)

Rendering Supervisor on Test Drive unlimited 2 (PC/XBOX360/PS3)

Lighting equation and shader specifications
Specification of the global atmospheric and day / night lighting editing tool
Participation in the art direction and setup of all the lighting, post Fx and atmospheric effects of the game

01/09 - 06/09

Eden Games

(5 months)

Lead environment Artist on an undisclosed racing game (PC/XBOX360/PS3)

Lighting equation, post Fx and shader specifications for a new in-house rendering engine
Asset creation workflow design for production externalisation (lighting, shading, modelling and texturing)

06/08 - 12/08

Eden Games

(6 months)

Lead environment Artist on an undisclosed action/adventure game (PC/XBOX360/PS3)

Specification of a camera shot real time lighting edition tool
Asset creation workflow design, shader library creation and technical constraints specification
Subcontractor management

09/07- 05/08

Eden Games

(8 months)

Lighting and environment Artist on Alone in The Dark 5 (PC/XBOX360/PS3)

Art and production lead, team management on several game sequences
Mental Ray and real time lighting and shading, asset integration
Asset modelling, texturing

01/07 - 09/07

Krysalide

(8 months)

Environment Artist on Alone in The Dark 5 (PC/XBOX360/PS3)

Mental Ray and real time lighting and shading, asset integration
Asset modelling, texturing

06

Production of a student CG short movie "L'Autoroute" (Arte TV prize winner)

SKILLS

Lighting, Post FX, Scripting, Shading (Forward rendering engine / Deferred rendering engine)
Technical constraints specification and performance optimisation (memory map and GPU budget)
Excellent problem solving skills and the ability to work with minimal supervision
Team and production management, communication
Asset production design
Modeling, texturing, asset integration, mattepainting

Advanced knowledge of software :

Maya, Mental Ray, Proprietary Engine (NEO, Twilight II), Photoshop, PIX, GPad, Perforce, DevTrack

Sound knowledge of software :

ZBrush, 3DS Max, VRay, UDK, Unity, Première, Digital Fusion, Frosbite

QUALIFICATIONS

2006

Graduated from ESMA, CG school of animated film

2002

2-year technical degree in Business Development and Marketing

1999

Baccalaureat in Business

INTERESTS

Passion for video games, cinema and photography. I play soccer, tennis and squash.