

# Bertrand Bry-Marfaing

## Curriculum Vitae

### Contact

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CANADA

### Work Experience

**C.G. Supervisor**, Sony Pictures Imageworks Dec. '18 to present  
Project: Vivo

**Lead Lighting TD**, Sony Pictures Imageworks Sept. '18 to Nov. '18  
Project: Spiderman far from home

**C.G. Supervisor**, Sony Pictures Imageworks Jan '17 to July '18  
**Lead Lookdev TD**, Sony Pictures Imageworks April '16 to Jan '17  
Project: Smallfoot

**Lead Lighting TD**, Sony Pictures Imageworks July '15 to March '16  
Project: Alice Through the Looking Glass

**Senior Lighting TD**, Sony Pictures Imageworks Jan. '15 to July '15  
Project: Hotel Transylvania 2

**Lead Lighting-Lookdev**, MPC (Vancouver) Oct. '13 to Nov. '14  
Projects: Maleficent, Jersey-Boys, Night-at-the-Museum III

**Lighting Technical Artist**, P I X A R - Canada (Vancouver) Sept. '10 to Oct. '13  
Project: Pixar shorts

**Lead Lookdev TD**, Framestore (London) Nov. '09 to July '10  
Project: Your Highness (feature film)

**Senior Lookdev-Lighting TD**, Framestore (London) June '09 to Nov. '09  
Project: Avatar (feature film)

**Oscar, Best Visual Effects 2010**

**Lead Lighting TD**, Framestore (London) Nov. '08 to June '09  
Project: Where the Wild Things Are (feature film )

**Shader Writer**, independent project (London) winter '09  
Project: The hunt for Gollum (independent film)

**Lighting Supervisor**, Framestore-Animation (London)  
**Surfacing TD**, Framestore-Animation  
Project: The Tale of Despereaux (full CG feature film)

June to Nov. '08  
Sept. '07 to May '08

**Pipeline TD**, Beyond FX (Montreal)  
Project: Empire Earth III, opening cinematic (full CG)

Nov. '06 to July '07

**Lighting TD**, Animal Logic (Sydney)  
Project: Happy Feet (full CG feature film)

June to Oct. '06  
**Oscar, Best Animated Feature Film 2007**

**Lead Lighting Artist**, Modelink (Montreal)  
Project: Free Jimmy (full CG feature film)

Nov. '04 to Feb. '06  
**Cristal, Best Feature, Annecy 2007**

**Lighting Artist**, DAMN FX! (Montreal)  
Project: Fungus the Bogeyman (tv series)

May to July '04

**Lighting Artist**, Lone Monkey Studios (Montreal)  
Project: Fungus the Bogeyman (tv series)

Sept. to Nov. '03

## **Academic Training**

**Bachelor of Fine Arts**, with distinction, GPA 3.99  
Concordia University, Montreal, 2003  
Major: Electroacoustic Studies  
Minor: Digital Image and Sound in the Fine Arts

### **Awards**

The Music Prize 2003  
Faculty of Fine Arts Development Fund Scholarship 2002

## **Competences**

Softwares: Katana, Nuke, Maya  
Fluent in both English and French (Canadian citizenship)