



Maxence Berrier

VFX Generalist & Graphic Designer

+33 7 78 00 35 58 • [Portfolio](#) • [linkedin.com](#) • maxenceberrier@gmail.com

DEMO REEL

generalist demo reel:

youtu.be/mzFEHLHpasQ



SKILL HIGHLIGHTS

Software

Blender | Maya | Fusion | Substance 3D Painter
Photoshop | Reality Scan | DaVinci Resolve
After Effects | Premiere Pro | Unreal Engine
TouchDesigner | Figma

Generalist skills

modeling | sculpting | rigging | texturing
shading | baking | 2D and 3D animation
matchmove | clean-up | DMP | compositing
VFX planning photogrammetry | HDRI taking
drone shot

Graphic design

concept art | storyboarding | illustration | CAD
UX and UI design | logo & font design
web mockups | motion design | exploded view

Web dev and other

Linux | Windows | HTML | CSS | JS | PHP | Java

TRAINING

Master's degree in XR Cinema & VFX
2024 - 2026 | ENSAV

Diploma in Audiovisual & Infographics
2022 - 2023 | ENSAV

2-year degree in Multimedia
2020 - 2022 | Institute of Limoges

Applied Arts school diploma
2017 - 2020 | Raymond Lœwy

LANGUAGES

Native French
Fluent English

HOBBIES

Computer Assisted Drawing
World building
Climbing
Video games

SUMMARY

Versatile VFX artist with experience in most stages of the VFX pipeline and proficiency in a wide range of software. My academic background and my interest in graphic design and web development allow me to take my work to the next level. I see my work as solving practical problems in an artistic manner.

EXPERIENCE & PROJECTS

VFX Supervisor - 1 medium & 3 short length films

[Premiers Jours](#) (produced by Occitanie) | [ISIS](#) | [Contre-Saturne](#) | [Évangelyne Selon Lui](#)

2026

- Supervised the shooting of VFX integrated shots and their post-production
- Shot, processed and set up the photogrammetry of the sets
- Textured and shaded a photorealistic beetle and angel wings
- Supervised a 4 people clean-up team for fast moving and still shots
- Managed a 3 people DMP team for a post apocalyptic scenery
- Shot 2 HDRI on set

VFX Artist & Director - 2 live action, 2 animated, 1 desktop short films

[Menageum Rapidax](#) | [IUTBAP](#) | [Emprise](#) | [Un Très Long Voyage](#)
[Bienvenue En Enfer](#)

2023 - 2026

- Storyboarded, broke down and planned every VFX integrated shot
- IK and FK rigged a cartoonish character
- 2D & 3D animated walk cycles and poses of cartoonish characters
- Textured and shaded characters, supernatural hands and background visuals
- Cleaned-up markers and added props using DMP
- 3D composited Blender scenes and composited DMP and cleaned-up shots
- Drew illustrations and created fonts for film titles

Audiovisual assistant - Cannes Festival's Immersive Competition

[tAxI](#)

May 2025

- Worked with the director on onboarding and offboarding visitors to an immersive experience
- Quality control, making sure the program followed scripts
- Technical assistant

Health educational video - Animator and editor

[Kinalgo](#)

May 2025

- 3D modeled, sculpted & textured organs to a metahuman model
- 3D animated a human character doing sport exercises.
- Made shaders and 3D composited multiple layers of a character to display organs, skeleton, outline and wireframe
- AI voice agent prompting

3D generalist and graphic designer

[Serious Game Research Lab](#)

March - June 2023

- 3D modeled over 30 prop objects for VR