

Frédéric BAJOU

Senior 3D Generalist Artist

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- Experience in furniture, interior design and architectural industry
- Highly technical skills
- Willing to follow creative directors vision
- Autonomous, can lead a project from start to finish
- Optimisation and automatisisation of repetitive tasks to focus on artistic dimensions ([3D scripts](#))
- Able and willing to share knowledge to help all team members grow
- Problem solver, facilitator
- Eager to learn, always keeping up with new features and softwares
- Attentive to details and realism

I am a Senior 3D Generalist Artist, with over 15 years of experience in interior design and architectural visualisation, furniture industry, movie animation, visual effects, advertising and TV skin. I spent the last years of my career in a team of 3D artists, closely collaborating with interior designers to produce the best images, videos, interactive virtual tours, 360 images and AR projects. I'm driven by the technical aspects of computer graphics and I thrive on learning and developing new technical capabilities to create realistic and lively images.

Work Experience

2022- **LIV Design** Vancouver

- Creation of 3D interior and exterior images and flythrough videos in partnership with interior designers, for various spaces (Residential units, retail, amenities, sauna, parking, restaurants, aerial views...)
- Creation of short videos for the company's social media
- Creation of 3D scenes for realtime visualisation online
- Creation of 3D scenes for AR online projects

2019-2022 **Kardham** Paris

- Main interlocutor with other departments
- Creation of 3D interior images in partnership with interior designers
- Implementation of 360 pictures and interactive virtual tours
- Direction and edition of a movie to highlight team's projects
- Implementation and maintenance of 3D objects and materials libraries
- Development of many tools and scripts to improve team workflow
- Research of various graphic styles and project types to adapt to clients needs
- Set up of a R&D roadmap

- 2018-2019 **Nowy Styl/Majencia**
- Creation of 3D interior pictures in partnership with interior designers for this office furniture manufacturer in France and Europe
 - Production of 3D assets for the company's catalog and configurator
- 2012-2016 **Imaload** Paris
- In charge of rendering and technical aspects on several Kaufman & broad virtual tours videos, Stallergenes commercial, 3D images for "Lyonnaise des eaux & Suez" app, Imaload video, Inovalis virtual tour, Price Minister internet commercial
- 2008-2018 Freelancer France
- **KingSize fx**: interior images for Sauter, commercial for Speedy
 - **Agence surf**: several videos for Vinci construction
 - **Style & design**: luxury airplane cabin video for Zodiac
 - **Prontoprod**: visual effects for a BNP video
 - **Kingsize fx**: retail images
 - **PSA group**: interfaces creation for DS4 prototype & GT 17 concept car
 - **Ceric technologies**: products presentation videos
 - **Digital district**: L'or elixir and l'or espresso commercials
 - Short movie "Le dernier homme"
 - **Gédéon**: TV jingle Première anniversary, Tiji TV channel skin, France ô Jingle, Gulli TV channel jingle, Piwi TV channel skin
 - **Mathematic studio**: Cut copy clip - Blink and you'll miss a revolution
 - **Ellipsanime**: chicken town animated serie
 - **Buf compagnie**: l'Elixir de Nina Ricci commercial, the extraordinary adventures of Adèle Blanc-sec, Arthur 3: the war of the two worlds, Enter the void, A l'origine, Arthur and the revenge of Maltazard movies
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Softwares

- 3ds Max (15+ years), V-Ray, Corona renderer, Chaos Vantage, Chaos Scatter
- Unreal engine
- Adobe Suite : After effects, Photoshop, Illustrator, Premiere...
- AR, AI, Stable diffusion, Mudbox, 360 Virtual tour, Natron, Speedtree, Forest pack, Railclone, Turbosplines, Madcar...

Education

- Digital director MBA at [Supinfocom](#) Arles, France (became [Mopa](#) in 2015)
- 2008 Graduation project: filmmaking of the short movie [Love Recipe](#)

Skills

- Modeling, unwrapping, texturing, shading, animation, lighting, rendering, compositing, film editing, sound editing, crowd management, particles, AR, AI...
- Team management, organised and high quality oriented
- High level of Maxscript language allowing me to develop my [own 3ds max tools](#)

Languages

- French: mother tongue
- English: full professional proficiency