

# Bruno Ebé

Effects Technical Director

brunoebe@gmail.com

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## Summary

Effects TD for motion picture industry with strong technical and engineering background. Design and produce visual effects requiring physics or procedural animations. Specialties: simulations (particles, fluids, dynamics...), tools and pipeline integration, Python, Maya MEL and API, C/C++.

Languages: French (native speaker) - English (fluent) - Spanish (fluent)

Nationality: French

Born: 15/07/1979

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## Professional experience

### Effects Technical Director at Double Negative (London)

January 2009 – Present (1 year 6 months)

The Sorcerer's Apprentice - *Jon Turteltaub*

fx pipeline setup, fluid simulations (Maya 2010, Houdini 10, proprietary fluid solver)

Iron Man 2 - *Jon Favreau*

whip effect, particles and fluid simulations (Houdini 10)

Prince of Persia: The Sands of Time - *Mike Newell*

particles simulations (Houdini 9.5)

2012 - *Roland Emmerich*

fluid simulations and building destructions (Maya 2009, proprietary fluid and rigid bodies solvers)

### Effects Artist at Ilion Animation Studios (Madrid)

February 2008 - November 2008 (10 months)

Planet 51 - *Jorge Blanco, Javier Abad (co-director), Marcos Martínez (co-director)*

Designed and produced various effects such as fluids, explosion, liquids and grass.

Developed zDepth and velocity passes for Maya Fluids.

Developed a playblast automation system.

Production Environment: 3DsMax, Nuke, Maya 8.5, Realflow 4.3, proprietary render engine.

### Effects Artist at Mac Guff Ligne (Paris)

July 2007 - December 2007 (6 months)

Dragon Hunters – *Guillaume Ivernel & Arthur Qwak*

Maya Fluids simulations, MEL scripting and Maya API.

Designed and integrated the waterfalls system used in different shots (Maya Fluids).

Developed a particle emitter for Maya Fluids with Maya API.

Production Environment: Maya 8.5, Realflow 4.3, proprietary compositing software, and assets management software.

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## **Product Specialist and Support Department Manager at Orad Hi-Tech Systems (Paris)**

June 2004 - July 2007 (3 years 2 months)

On set installation and support during live events (sport, news...) - Demos setup - Consulting - Projects and production management - Systems installation, administration and training - On site and on line support for both French and foreign customers - Bug and requests feedback for product managers - Graphic design - Development.

Knowledge: Very good on set experience for broadcast. Very good knowledge in On Air Graphics (OAG) workflow, virtual graphics for sport, virtual sets systems and camera tracking solutions. These complex systems run on both Linux and Windows operating systems with high level of interconnections. Good experience in production and people management.

Visual Simulation customers: PSA, Dassault systems, Renault, DCN, Clarté.

Broadcast customers: France: C+, TF1, France Télévisions, M6, Française des Jeux, Lagardère Active, Equidia. Foreign countries: Mazzika (Egypt), Al Aqariya, Infinity TV (Dubai - U.A.E.), BskyB (UK), RTL/TVI, RTBF (Belgium), MCOT (Thailand), Vidéorama, RTM (Morocco), Spectrum (Tunisia).

## **Junior Developer at Trimaran (Paris)**

December 2003 - February 2004 (3 months)

C++ developer for a 3D real time application.

This application featured a tour of SAAD's hospitals and was designed to be projected in an Elumens dome during 2004 International Medicine Meeting in Dubai.

## **Junior Developer at Chez Eddy (Paris)**

July 2003 - August 2003 (2 months)

MEL scripts and plugins development for Maya 5.0

## **Junior Developer at Trimaran (Paris)**

February 2002 - June 2002 (5 months)

C++ developer in the Shoot Effect team.

Shoot Effect is a real time 2D On Air Graphic system designed to ingest information and broadcast graphics. I covered French Presidential and Legislatives elections in 2002, Regional and European elections in 2004.

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## Software, development and OS knowledge

Maya, fluids, particles, MEL/Python, Maya API – excellent knowledge

Houdini – good knowledge

C/C++, Python, DOS, Shell scripting – very good knowledge

Nuke (compositing, C++ and Python development) – fair knowledge

Photoshop CS – very good knowledge

3Ds Max – fair knowledge

Realflow 4.3 – good knowledge

Platforms: Windows xp/2k – Linux – Mac OSX

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## Education

### Université Vincennes-Saint-Denis (Paris VIII)

DEA, CG, Animation and FX, 2002 – 2003

### ENSEEIHT - Ecole Nationale Supérieure d'Electrotechnique, d'Electronique, d'Informatique, d'Hydraulique et des Télécommunications

Electrical engineering, Automation, Digital Image & Signal Processing, 1999 - 2002

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## Interests

Acting: 8 years practice of acting in different plays.

Dance practice. Learning photography.

2001: creation and management of a Hip-Hop association.

From 2000 to 2002: different events organization for our University (live concerts, parties ...), video and advertising creation for those events.

I also like beaching, barbecuing, partying, cooking, eating, traveling and touring...

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