

Cedric Rakotonindrina

CG GENERALIST

OBJECTIVE SUMMARY

Recent College Graduate looking to start my professional journey in the VFX industry for film, TV, advertising and/or game cinematics, where I can utilize my skills as a CG Generalist with emphasis on digital environments.

Open to Relocation as necessary

SKILLS

- 3D Modeling
- Look Development
- Set Dressing
- Lighting
- Compositing
- Matte Painting

Software: Maya / Houdini / SpeedTree / Nuke / Unreal Engine/ Clarisse
Adobe Suite / Blender / Ableton

EXPERIENCE

Freelance CG Generalist

Los Angeles, CA

June 2023 – Present

- Discussing ideas with clients, directors, and the production team during meetings
- Layout scene and camera for previz
- CG environments or DMP for set extensions or full CG sequences
- Assets/Props creation to be utilized for other departments
- Close collaboration with VFX team

Jr. Environment Artist / Professional VFX Mentorship

SurrealArts/Diwata Komiks – Los Angeles, CA

May 2023 – July 2023

- CG hero Assets creation for environment
- DMP Projections Set up for compositing sequences
- Basic previz animation for key sequence
- Mentorship outcomes included professional methodologies and studio workflows utilizing shot tracking systems and naming conventions.

Freelance 3D Artist

Los Angeles, CA

November 2021 – April 2022

- Collaboration with the creative director and graphic designer to create miscellaneous music videos and cover art assets.

CONTACT

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(213) 913 - 1536

Los Angeles, CA 90007

LANGUAGES

English (Full)

French (Native)

Malagasy (Native)

EDUCATION

Bachelor's degree in Computer Science

(2024 – Present)

Santa Monica College

Bachelor of Science in Computer Graphics

(2020-2023)

The LA Film School – Los Angeles, CA

Honors: Summa Cum Laude

INTERESTS/HOBBIES

- Filmmaking, cinematography
- Music production
- Video games
- Personal development

PORTFOLIO/DEMO REEL

<https://rb.gy/bpr3r>