

# Nicolas Darques

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## Details

- **Marital Status:** Single.
- **Nationality:** French.
- **Date of birth:** 30<sup>th</sup> July 1975.
- **Sex:** Male.

## Education

- **1998:** Supinfocom (Valenciennes), Computer Graphic expert degree.
- **1995:** Master Degree Thermodynamic and Energy.
- **1993:** Baccalaureate (C-levels) : Maths and Physics.

## Knowledge

- **3D package:** Maya, XSI, 3D Studio Max, Houdini, Buf 3D package.
- **2D package:** Adobe Photoshop, Zbrush, Mari, Mudbox, RV, Buf 2D package.
- **Compositing:** Nuke, Shake, After Effects, BUF package.
- **Development :** Python, Javascript, Mel, C/C++, HTML, Ruby on Rails, PHP/Mysql, Lua, BUF script language.
- **Renderer:** Mental Ray, Vray, Arnold, Renderman.
- **Misc.:** Puppet/Foreman, Jenkins, Subversion, Git, Graphite, Postgres SQL, MongoDB, OCIO, OIIO, colour science.

## Languages

- **French** - First language.
- **English** - Spoken, read and written.
- **German, Japanese** - Basic notions.

## Experience

### London Pipeline Supervisor

Method Studios London

September 2013 – Present London, United Kingdom

### System and Software Engineer

Method Studios London

May 2010 – Present (3 years 5 months) London, United Kingdom

Helping London studio growth from 3 employees to 60.

Assuming multiples roles :

- Systems Admin
- Pipeline Supervisor
- Show Technical Director
- Technical Manager.

### **Senior Lead R&D VFX**

Eclair group

April 2007 – January 2010 (2 years 10 months) Paris, France

Creation of a Asset manager and a Production manager software (team of 3 people).

Senior Lead TD on several long-feature projects.

### **Senior Previz and R&D Artist**

Sony Computer Entertainment Europe (SCEE)

April 2006 – March 2007 (1 year) London, United Kingdom

Working on a flagship title for PS3 as previz artist .

Also built destruction tools as R&D engineer.

### **Game Designer/Artistic Director**

Zslide

February 2005 – April 2005 (3 months) Paris, France

Game designer and Artistic Director on a PSP title (Hot PXL).

### **VFX/CG Supervisor**

BUF

May 2003 – March 2006 (2 years 11 months) Paris, France

Assuming multiples roles :

- CG Supervisor,
- VFX Supervisor (commercials), VFX Supervisor on sets (commercial, Long-feature).
- VFX Trainer (In-house software).

### **Senior Technical Director**

BUF

May 2001 – April 2003 (2 years) Paris, France

Worked on Commercial and Feature film.

'Acting' VFX Supervisor on sets for commercial.

### **Mid-level CG Generalist**

BUF

April 1999 – April 2001 (2 years 1 month) Paris, France

Worked on Commercials and Feature film.

### **Junior CG Generalist**

BUF

June 1998 – April 1999 (11 months) Paris, France

Worked on Commercials and Feature film.

### **Junior CG Artist**

Ubisoft

June 1997 – October 1997 (5 months) Paris, France

Worked on video-game cinematics for various titles.

## Projects (selected)

### Feature Film

#### **Fight Club (1999)**

Gunshot sequence

CG Artist (modeling, lighting, texturing, animation, matte-painting, rendering).

#### **The Cell (2000)**

Horse sequence

CG Artist (modeling, lighting, textures, animation, scripting).

#### **The Race (2002)**

All sequences

VFX supervisor.

#### **Underworld (2003)**

Transformation sequence

CG Artist (animation, compositing).

#### **Alexander (2004)**

Great Battle of Gaugamela sequence

Lead Technical Director (crowd and volumetric smoke pre-production technical design).

#### **From Paris with Love (2010)**

Car chase sequences

Lead Technical Director (compositing, matte-painting, modeling, animation).

#### **The Rite (2011)**

3D environment

Senior Technical Director (modeling, lighting, compositing)

#### **Attack the Block (2011)**

Alien blood effect

Senior Technical Director (modeling, animation, compositing)

#### **X-Men : First Class (2011)**

Set extension

Senior Compositor (compositing)

#### **Cloud Atlas (2012)**

Senior Show Technical Director

#### **Snowpiercer (2013)**

Senior Show Technical Director

#### **The Monuments men (2014)**

Senior Show Technical Director

**Guardians of the Galaxy (2014)**

Pipeline supervisor

**Exodus: Gods and Kings (2014)**

Pipeline supervisor

**Insurgent (2015)**

Pipeline supervisor

**Avengers:Age of Ultron (2015)**

Pipeline supervisor

**Antman (2015)**

Pipeline supervisor

**The Hateful eight (2015)**

Pipeline supervisor

**Video Clip**

**Seven Nation Army (Whites Stripes)**

Lead Technical Director (creation of a dedicated pipeline, compositing, animation, rendering). **MTV awards 2003.**

**In our lifetime (Texas)**

CG Artist (matte-painting, particles animation, modeling, rendering).

**Commercial**

**Evian "Gencod"**

Lead CG Artist (modeling, animation,rendering).

**Hooch "Mosquito"**

CG Artist (mosquito's modeling, texturing, rendering, compositing).

**Airbus**

directed byThierry Poiraud, CG Artist (modeling, texturing, rendering, compositing).

**Nintendo "Gamecube launch"**

VFX supervisor. Lead Technical Director (modeling, texturing, rendering, compositing).

**Wanadoo "The Race"**

Lead CG Artist (modeling, texturing, rendering, script, compositing).

**Audi "Heaven"**

VFX supervisor. Lead Technical Director (modeling, texturing,

rendering, compositing)

### **Ariston Aqualtis "Underwater World"**

VFX supervisor (shooting) and Lead  
CG Artist (modeling, character rigging, texturing,  
animation, rendering, compositing)

## **Projects** (personal)

### **Mirwais "V.I."**

VideoClip (@Naive) 2000. 6min 30 sec.  
Co-Director, CG Artist.

### **Tribu (Imagina 99, SCAM Award)**

Short animation feature. 1998. 7min 14 sec.  
Co-Director, CG Artist.

## **Interests**

- Video Game (Design, art, code)
  - Made my first game on ZX-81 and still going on :)
- Science-Fiction
  - All kind of medias although books are still my favorite (P.K. Dick).