Remy Vu

FX ARTIST



— ABOUT ME

Passionate and skilled VFX artist always ready to push the boundaries of what's possible in visual effects.

- Strong eye for details
- Love collaborative environment
- Often working out of comfort zone

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- in linkedin.com/in/remyvu
- artstation.com/remyvu
- www.remyvu.com

- > French (bilingual)
- > English (fluent)

- SKILLS





Karma











Houdini

NukeX

3ds Max

Maya

V-Ray

Arnold

- Versatility in using in-house tools if needed.
- Proficiency with pyro, particles, RBD, vellum and fluids.
- Recently used MPM and Solaris in production.
- Good notion of pipeline/publish and USD workflow.
- Generalist experience useful for problem-solving.
- Fundamental knowledge of Python, VEX, HScript.

EXPERIENCE

Capsule Studio / Intern as an FX Artist

July 2021 - August 2021 | Paris, France

- Atlas Fallen Reveal Trailer PS5 CFX cloth
- Otherskin Game Trailer FX waterfall, debris, pyro, magical FX
- Usage of 3ds Max / V-Ray / Pipeline (Prism)

BENUTS / FX - CG Generalist

February 2024 - July 2024 | Brussels, Belgium

- Marie-Antoinette (S2)
- Samia
- Families Like Ours



DNEG / FX TD

October 2022 - October 2023 | London, UK

- MEG2: The Trench

- Aguaman 2: The Lost Kingdom

- Coyote VS. Acme
- Here

One Of Us / FX TD

February 2025 - June 2025 | Paris, France

- Troll2 (Netflix film)
- Flip/MPM simulation, RBD, axiom, pyro



DNEG

EDUCATION

ArtFX - School of Digital Art, Montpellier, France

2019 - 2022

Master in CGI and Visual Effects

- Specialization in FX
- Graduation work : FADY Shortfilm

HEAJ - Computer Graphics School, Namur, Belgium

2017 - 2019

Bachelor's Degree in Computer Graphics (3D, VFX)

- Graduation work: Resumption

Athénée Royale de Stavelot - High School, Stavelot, Belgium

2010 - 2016

Certificat d'Enseignement Secondaire Supérieur (C.E.S.S.) (= high school diploma)

- Specialization in modern language