

Remy Vu

FX ARTIST



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> French (bilingual)
> English (fluent)

— SKILLS



Houdini



Karma



NukeX



3ds Max



Maya



V-Ray



Arnold

— ABOUT ME

Passionate and skilled (V)FX artist always ready to push the boundaries of what's possible in visual effects.

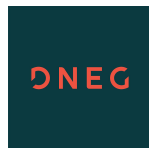
- Strong eye for details
- Love collaborative environment
- Often working out of comfort zone

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

— EXPERIENCE

DNEG / FX TD

October 2022 - October 2023 | London, UK
MEG2 : The Trench
Aquaman 2 : The Lost Kingdom
HERE (by Robert Zemeckis)
Coyote VS. Acme (upcoming 2026)



EDDY STUDIO / FX ARTIST

July 2025 - August 2025 | Paris, France
VALORANT project with Riot Games
- Pyro, RBD, generalist work



One Of Us / FX TD

February 2025 - June 2025 | Paris, France
Troll2 (Netflix film)
- Flip, MPM, RBD, axiom, pyro
- Large scale water work



Distillery VFX / FX ARTIST

February 2026 - April 2026 | Vancouver, BC
Confidential project with Disney
- FX magical / abstract



— EDUCATION

ArtFX - School of Digital Art, Montpellier, France

2019 - 2022

Master in CGI and Visual Effects
- Specialization in FX

HEAJ - Computer Graphics School, Namur, Belgium

2017 - 2019

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

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