

# Théo Baudoin-Malnoë

## Lighting TD / Technical Lighting Artist

Lighting, Rendering & Production Workflows

[View Lighting Reel ↗](#)

Based in France · Authorized to work in the EU  
Open to full-time studio opportunities

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### PROFESSIONAL SUMMARY

Lighting TD / Technical Lighting Artist with professional experience across animation, VFX, advertising and real-time production.

I combine narrative lighting and look development with render troubleshooting, optimization and pipeline support. Experienced with Unreal Engine, Maya, Houdini, Nuke, RenderMan, Redshift and Python.

### CORE SKILLS

|                                                                                                                               |                                                                                                            |
|-------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------|
| <b>LIGHTING &amp; RENDERING</b><br>Unreal Engine, RenderMan, Redshift, real-time lighting, offline rendering, lookdev and PBR | <b>DCC &amp; COMPOSITING</b><br>Maya, Houdini, Nuke, Blender, render passes and image integration          |
| <b>OPTIMIZATION &amp; TROUBLESHOOTING</b><br>Render optimization, scene diagnostics, lighting debugging and GPU profiling     | <b>PRODUCTION</b><br>Lighting leadership, artist support, documentation and cross-department collaboration |
| <b>TECHNICAL &amp; PIPELINE</b>                                                                                               | Python, automation, validation, Git, Perforce and C++                                                      |

### LIGHTING EXPERIENCE

- Lighting Artist — Luxant Innovation** Mar 2025 – Apr 2025 · Freelance contract · Lille
- Delivered lighting for real-time and offline rendering projects while maintaining visual and technical consistency.
- Lighting, Pipeline & Technical Artist / Lighting Artist — Cyber Group Studios** Jul 2024 – Dec 2024 · Roubaix
- Created story-driven lighting and prepared final renders for 3D animated productions.
  - Improved lighting and render workflows, supported artists and diagnosed production issues.
- Lighting & Compositing Artist — Vokode** Apr 2024 – Jun 2024 · Paris
- Created lighting for advertising work including Dior, Citroën and Vichy, then integrated 3D output in Nuke.
- Lead Lighting Artist — UNXD** Oct 2022 – Aug 2023 · Dubai · Promoted from Lighting Artist (Sep 2022)
- Led lighting artists on real-time projects, providing mentorship and technical direction.
  - Built lighting and PBR setups, documented workflows and resolved Unreal Engine production issues.

### TECHNICAL & PIPELINE EXPERIENCE

- Technical & Pipeline Artist — Arcanum Works** Feb 2025 – Jun 2025 · Freelance contract · Lisbon / Remote
- Designed the studio's foundational production pipeline, built automation and validation tools, and supported artists.

### EDUCATION & CERTIFICATIONS

**Virtual Production Graphic Designer Certification**  
Travelling · 2023

**Diploma in 3D & Cinema**  
Brassart · 2020–2022

**Lighting for VFX Certification**  
Technicolor Creative Studio Academy · 2022

**Diploma in Video Game Art**  
Créajeux · 2017–2020