

Théo Baudoin-Malnoë

Technical / Pipeline Artist

Lighting & Production Tools

[View Technical Reel](#)

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

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PROFESSIONAL SUMMARY

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

I combine a lighting background with production tools, workflow automation and technical support for artists. Experienced with Unreal Engine, Houdini, Maya, Nuke, Python and C++.

CORE SKILLS

PIPELINE & TOOLS Python, pipeline automation, artist tools, validation, asset workflows, debugging and documentation	DCC & ENGINES Unreal Engine, Houdini, Maya, Nuke and Blender
PRODUCTION Git, Perforce, render workflows, asset integration, artist support and cross-department collaboration	LIGHTING & RENDERING Real-time lighting, offline rendering, lookdev, PBR, compositing and optimization
ADDITIONAL DEVELOPMENT	C++, C#, HLSL, GLSL, CMake and GPU profiling

TECHNICAL & PIPELINE EXPERIENCE

Technical & Pipeline Artist — Arcanum Works Feb 2025 – Jun 2025 · Freelance contract · Lisbon / Remote

- Designed the studio's foundational production pipeline and integrated core DCC and production tools into a unified artist workflow.
- Built automation and validation tools, supported artists, diagnosed blockers and documented workflows.

Lighting, Pipeline & Technical Artist — Cyber Group Studios Sep 2024 – Dec 2024 · Roubaix

- Developed lighting pipelines and automated render and workflow steps for animation production.
- Supported artists and worked across creative and development teams to diagnose production issues.

SELECTED 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 Artist — Cyber Group Studios Jul 2024 – Sep 2024 · Roubaix

- Created story-driven lighting and prepared final renders for 3D animated productions.

Lighting & Compositing Artist — Vokode Apr 2024 – Jun 2024 · Paris

- Created lighting for advertising work including Dior, Citroën and Vichy, then integrated output in Nuke.

Lead Lighting Artist — UNXD Oct 2022 – Aug 2023 · Dubai · Promoted from Lighting Artist (Sep 2022)

- Led lighting artists, documented Unreal Engine workflows and prepared complex scenes for stable real-time rendering.

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