

Isabelle Allès

VFX Technical Director

imal.alles@gmail.com
778-239-1994
Mexico and France citizen
Canada permanent resident

Visual Effects Technical Director with experience across pipeline tools development and digital crowd performance. Strong research background. Problem solver, adaptable and self-starter.

Experience

◆ Pipeline Technical Director | Crowd Technical Director

Mr. X Inc - Toronto, ON, Canada

October 2014 - present

Tool development and shot production for feature film and episodic television series.

Tools -- Pipeline Technical Director

- ▶ Asset Management System (AMS) lead developer and maintainer
 - Integration with Shotgun
 - UI available as standalone, in Maya and in Nuke
- ▶ Model tech check tool (integrated into the AMS)
- ▶ Animation export tool (integrated into the AMS)
 - Export as an Alembic archive and publish
- ▶ 3D asset instancing - environment layout
 - Publish integration into the AMS
 - Animation offset support
- ▶ Shot inventory system
- ▶ Creature FX simulation workflows and tools
- ▶ Virtual camera system (hardware)
- ▶ Unified Python logging system
- ▶ Various tools to improve artists' productivity through automation
- ▶ Support of multiple studio locations

Shots -- Crowd Technical Director

- ▶ Crowd placement and simulation (Massive)
- ▶ Agent tweaks: new actions, brain logic (Massive)
- ▶ Post simulation tweaks (Houdini)

Shows:

- ▶ Vikings Season 5
 - Episode 8 "The Joke" (2018)
- ▶ Vikings Season 4
 - Episode 18 "Revenge" (2017),
 - Episode 19 "On the Eve" (2017 Emmy nominee, 2018 Canadian Screen Awards winner)
 - Episode 20 "The Reckoning" (2017)
- ▶ The Strain Season 2
 - Episode 13 "Night Train" (2015)
- ▶ Secret in Their Eyes (2015)

◆ Research Scientist (Graduate school internship)

NYU Media Research Lab - New York City, NY, USA

December 2013 - April 2014

Professor: Ken Perlin

Research project in mixed reality interfaces combining Virtual Reality (Oculus Rift), a pressure imaging sensor (Tactonic Technologies) and a custom built one degree of freedom actuator for haptic feedback.

◆ Writer

Paréntesis.com - Mexico City, Mexico

August 2011 - July 2012

- ▶ Tested consumer gadgets (computers, cellphones, etc.)
- ▶ Wrote reviews and video reviews.
- ▶ Attended press events in Mexico.

◆ Research Scientist (Undergraduate school internship)

CEMEX Research Group - Brügg b. Biel, Switzerland

January 2010 - July 2010

Developed a data acquisition system (mold and sensors) and a Standard Operation Procedure for a specific concrete and mortar test.

Isabelle Allès

VFX Technical Director

imal.alles@gmail.com
778-239-1994
Mexico and France citizen
Canada permanent resident

Education

◆ Master of Digital Media

Center for Digital Media - Vancouver, BC, Canada

September 2012 - April 2014

Jointly awarded by UBC, SFU, Emily Carr and BCIT, the studies are based on real world projects in close collaboration with industry partners and mentors.

Projects:

▶ 3D interactive tutorial for sustainable urban planning

Industry project | Client: UBC school of architecture IDEAS2.0 | January - April 2013

In a team of 6, based on data from our client, we built a Unity3D app that demoed different sustainable urban planning scenarios. Inspired by city simulation games, the app provided an intuitive interface to explain to non-urban planners these scenarios and what they entail.

Main focus:

Secondary developer: set up and scripting of the 3D ambience assets

Conversion and clean up of 3D models acquired from the client (SketchUp, Maya, Unity)

Early mockup with Flash and the prototyping software axure

<https://thecdm.ca/projects/spring-2013/go>

▶ Video game prototype for the Leap Motion controller

Pitched project | May - August 2013

As a team of 6, we used the Leap Motion HDK and built a proof of concept of a game with Unity3D. The game put to use the controller's 3D data.

Main focus:

Developed prototypes in Unity for early controller usage and game ideas

Scripted the game alongside another developer and set up the user-controller interaction

Maintained the workflow/pipeline of the 2D asset ingest into Unity and into their corresponding objects

◆ BS Mechatronics Engineering

Tecnológico de Monterrey (ITESM) - Mexico City, Mexico

August 2007 - December 2011

▶ Received the Best Engineering project recognition for a reverse vending machine (January - May 2011)

▶ Internship: research intern with Cemex in Biel, Switzerland (January - July 2010)

▶ Received the Academic-Enterprise Networking Award for Mechatronics Engineering (December 2011)

▶ Treasurer of the Campus' Student Federation (January - December 2011)

▶ Active member of the Mechatronics Student Association (August 2008 - December 2009)

Project:

▶ Reverse vending machine

In a team of 5 we built a prototype of a reverse vending machine that recycles plastic bottles and dispenses an electronic financial refund (RFID card).

Main focus:

■ Building/machining of the structure and the bottle compacting rack and pinion system

■ Electronics for the motor that powered the system and the machine's LCD interface

Languages

◆ Spanish, French - Native

◆ English - Fluent