

**Jean Claude Nouchy :: Curriculum vitae - 2024**  
**47<sup>th</sup> Annie Awards Nominee**  
(Toronto, CA - [info@visualcortexlab.com](mailto:info@visualcortexlab.com) - +1 437 848-9694 )  
DemoReel (2020) : <https://vimeo.com/496601235>

**Summary:**

Dedicated and experienced CFX/FX/Crowd team lead and DFX supervisor specialised in Simulations for VFX, Games and Animation, alongside two decades of established teaching and mentoring skills, to both students and professionals.

**Professional Experience:**

**2023/Present - 88 Pictures Canada - Toronto, CA- DFX Supervisor - FX/CFX/Crowds Head of Dept (Permanent)**

2023/24 Netflix - Undisclosed Project (Current)

2023/24 Disney - Undisclosed Project

**2021/2022 - Scanline VFX - London, UK - FX Supervisor**

2021 - MoonFall

2022 - Andor (episode 6th)

2022 - The Flash

2022 - Aquaman 2

**2021 - Axis Studios Group - London, UK - FX Supervisor (Freelance)**

League of Legends episodes, FX supervisor

**2019/2021 - Jellyfish Pictures LTD - London, UK - CFX/FX/Crowds Supervisor**

Dreamworks Animation: How to Train your Dragon, Homecoming - Lead FX (Ammy Award Nominated)

Dreamworks Animation: Spirit Untamed - CFX/FX/Crowds Supervisor

**2014/present - Visual Cortex Lab LTD - London, UK - Founder**

Visual Cortex Lab focuses on the creation of Visual Effects for movies and commercials and the advanced training for professionals and school students of the (SideFX) Houdini 3D software

With 20 years of teaching experience, previously focusing on Softimage|3D, I have been actively involved in Teaching Houdini at all levels in many Universities in different countries, including Schools and VFX boutiques like:

AccaEdi - Milan - Italy

ViFX School - Thiene - Italy

Event Horizon School - Turin - Italy

LaSalle University - Barcelona - Spain

MyKey Studios - Milano Italy

Frameastore - London - United Kingdom

Coffee and TV - London - United Kingdom

GameSys - London - United Kingdom

Rebellion Games - Oxford - United Kingdom

SKY Sport - Isleworth - United Kingdom

**Freelance Work (Visual Cortex Lab LTD)**

**2019 - FGreat VFX - London, UK - Senior Houdini Simulation FX TD**

OMEGA: X TD, 360 projected project including grain, liquids, volumes simulations.

**2018/2019 - Union VFX - London, UK - Lead Technical Director**

Houdini Crowd and FX Team Lead.

*Outlander season 4* (Netflix)

*Pope* (Netflix)

**2016/2018 - SideFX - London/Toronto - Technical Support**

Technical Support and training on behalf of SideFX Software

**2017/2018 - Milk VFX - London, UK - Senior Houdini Simulation FX TD**

Senior Houdini FX TD

*Adrift*

**2016 - London - Senior Houdini Simulation FX TD**

client: Munky UK

Project: Whisky Galore (Film) entire boat crashing sequence VFX.

client: Glassworks UK

project: Hyudai Korea multiple screens video installation

**2015 - London – Houdini Simulation FX TD**

client/Studio: Framestore CFC London  
Project: Shell Shapeshifter 60"  
Project: Spectre (007) opening titles  
client:Glassworks Barcelona  
Project: Lexus (China) commercial

**2014 - London – Houdini Simulation FX TD**

client: Sky Sports London  
Project: PGA Tour Intro  
client: ETC London  
Project: Candy Crush Saga TV commercials  
(Pet Rescue, Farm Heroes, Release the Magic)  
Previous Experiences

**2012/2014 – Inky mind UK – London – VFX/Pipeline Supervisor, on-set VFX supervisor**

VFX Supervisor, VFX Technical Director (VFX TD) and pipeline developer for the studio on various projects including VFX supervisor and TD for The Nostalgist.

**2012 – Microsoft – London – Houdini VFX TD**

Visual Effect for the “Sesame Street – Season 1” episodes.

**2010/2011 – Cinesite – London – Houdini VFX TD**

Houdini VFX TD for John Carter , Thern FX and “wedding fights” sequence.

**2010 – Realise Studio – London – Houdini VFX TD**

FX TD for Li-Jing “Basketball” Commercial.

**2008/2010 – Double Negative – London – Houdini VFX TD**

Houdini VFX TD for the movies  
2012 - “Yellowstone park sequence”  
Ironman 2 – “Monaco sequence”  
Inception – “Finale Fortress Destruction”

**2007/2008 – Framestore – London – Houdini VFX TD**

Houdini VFX TD for the movies  
Chronicles of Narnia – Prince Caspian “Watergod sequence”  
Tales of Desperaux

**2007 – Realise Studio – London – Houdini VFX TD**

Houdini VFX TD for Sheeba Commercial.

**2005/2006 – Lumiq Studios - Turin - Avid | XSI, SideFx Houdini - FX TD and supervisor**

Houdini Lighting and VFX TD for the feature animated film Donkey Xote (Filmmax) and others including Anastetzi and Stone Merchant.

**2005 - Freelance - Milan - Avid | XSI, Avid | DS, Discreet | Combustion**

Compositor and 3D Lighter/modeler, Freelance.

**2003/2004/2005 - Playstos - Milan - game development – 3D/FX Cinematic Supervisor**

Ruff Trigger, Videogame, compositing and editing Lead artist, Renderfarm head.

**2002 - Xat Production - Milan - commercials and tv spots – 3D Artist and Compositing**

3D animator and VFX Supervisor for a satellite television station.  
Xat also provided external productions for customers such as Disney Channel and Mediaset (local major television station).

**2001/2002 - Softimage - Milan - softimage reseller - Technical Support and Beta tester**

Technical support, beta testing and demo artist for product such as Softimage 3D and XSI.

**2000/2001 - Phoenix Tools - Milan - software development - Technical Support and Beta tester**

Technical Support, Content artist, responsible for Beta Testing, Q/A. Demo Artist for Camera Matching, Fur/Cloth simulations, Dynamics and CG Fx integration. Interface Designer and workflow consultant for NEXUS – Camera Matching/CG integration software.

2000 - SHS Multimedia - Milan - postproduction and television - Technical Support and Sysadmin

Network Administrator in Windows NT/2000 and Unix/Linux environments. Also responsible for hardware and software assistance to several SHS's clients like major local televisions and postproduction concerning Digital/analog Video Servers and Storage.

1998/1999 - Upgrade ATC - Milan - training center - **Softimage and Lightscape Teacher**  
Softimage|3D, Softimage|XSI and Lightscape certified Trainer. Courses in 3D Computer Animation at different levels (101,202,301, Advanced, Animation).

1998/1999 - Made in pixel - Milan - postproduction - **3D Artist**  
Softimage|3d operator, Post Production for various commercials.

1996/1998 - Eurotravel - Aosta - prepress and publishing - **2D Artist**

Graphics for Eurotravel's catalogs and advertising material. Collaboration with several graphic studios (advertising, architectural and Web Design).

IBM AS/ 400 junior co-administrator.

**professional Training:**

2001 - Softimage HQ - Montreal (Canada)

Softimage ACSR - XSI technical support, Distributed rendering on multiOS networks.

2000 - Global Knowledge - Milan (ITALY)

Windows 2000 Server, Advanced Server - NT Networking, Multi OS networks, TCP.

2000 - SGI - Paris (FRANCE)

SGI/Ciprico SAN - Multi OS network storage area network system.

1999 - Autodesk - San Francisco (UNITED STATES)

Lightscape Trainer - Indoor/Outdoor realistic lighting, Light TD for technical support and training.

1998 - Softimage ATC - Milan (ITALY)

4 month Intensive Course on modeling/lighting/animation/rendering, CG rigging, Drawing.

1998 - Softimage ATC - Milan (ITALY)

Softimage|3D 301, Softimage|3D Character animation.

1996 - Turin (ITALY)

Network Administration (Windows, Nowell) - Client/Server, SAN, P2P, TCP.

**Jean Claude Nouchy :: Curriculum vitae - 2024**

**47<sup>th</sup> Annie Awards Nominee**

*(Experienced Houdini Teacher, VFX TD/Lead, VFX/on-set supervisor)*

**date of birth** : April,12th, 1975

**citizenship** : Italian

**current residence**: Toronto, Canada (non PR)

**languages** : Fluent: Italian, English. Basic: French, Spanish.

*info@visualcortexlab.com*