**Jean Claude Nouchy :: Curriculum vitae – 2026**
**47th Best VFX in a Short Film - Annie Awards Nominated**
*(Italy – info@visualcortexlab.com)*

**Summary:**
Dedicated and experienced CG/FX/CFX and Crowd Supervisor and team lead specialised in Simulations for VFX for Feature films, Animation and Games. Passionated and Motivatedd Houdini Trainer to both students and professionals.

**Professional Experience:**
2026 – Troll VFX – Tampere, FI – CG Supervisor (Remote)

2025 – Untold Studios – London, UK – Senior FX/CFX Artist (Remote)
Alien: Earth
Remarkably Bright Creatures
Family Plan 2

2023/2024 – 88 Pictures Canada – Toronto, CA– **DFX Supervisor – 88 FX/CFX HOD**
2023/24 Netflix – Undisclosed Project
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** (Remote)
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

2o14/present – Visual Cortex Lab LTD – UK/Italy – **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
DNEG – London – United Kingdom
Framestore – 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)

2o12/2o14 – Inkymind UK – London – **VFX/Pipeline Supervisor, on-set VFX supervisor**
VFX Supervisor, VFX Technical Direcor (VFX TD) and pipeline developer for the studio on various projects including VFX supervisor and TD for The Nostalgist.

2o12 – Microsoft – London – **Houdini VFX TD**
Visual Effect for the “Sesame Street – Season 1” episodes.

2o10/2o11 – Cinesite – London – **Houdini VFX TD**
Houdini VFX TD for John Carter , Thern FX and “wedding fights” sequence.

2o1o – Realise Studio – London – **Houdini VFX TD**
FX TD for Li-Jing “Basketball” Commercial.

2oo8/2o1o – Double Negative – London – **Houdini VFX TD**
Houdini VFX TD for the movies
2012 - “Yellowstone park sequence”
Ironman 2 – “Monaco sequence”
Inception – "Finale Fortress Destruction"

2oo7/2oo8 – Framestore – London – **Houdini VFX TD**
Houdini VFX TD for the movies
Chronicles of Narnia – Prince Caspian “Watergod sequence”
Tales of Desperaux

2oo7 – Realise Studio – London – **Houdini VFX TD**
Houdini VFX TD for Sheeba Commercial.

2oo5/2oo6 - Lumiq Studios - Turin - **Avid|XSI, SideFx Houdini - FX TD and supervisor**
Houdini Lighting and VFX TD for the feature animated film Donkey Xote (Filmax) and others including Anastetzi and Stone Merchant.

2oo5 - Freelance - Milan - Avid|XSI, Avid|DS, Discreet|Combustion
Compositor and 3D Lighter/modeler, Freelance.

2oo3/2oo4/2oo5 - Playstos - Milan - game development – **3D/FX Cinematic Supervisor**
Ruff Trigger, Videogame, compositing and editing Lead artist, Renderfarm head.

2oo2 - 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).

2oo1/2oo2 - Softimage - Milan - softimage reseller - **Technical Support and Beta tester**
Technical support, beta testing and demo artist for product such as Softimage 3D and XSI.

2ooo/2oo1 - 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.

2ooo - 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:**
2oo1 - Softimage HQ - Montreal (Canada)
Softimage ACSR - XSI technical support, Distributed rendering on multiOS networks.
2ooo - Global Knowledge - Milan (ITALY)
Windows 2000 Server, Advanced Server - NT Networking, Multi OS networks, TCP.
2ooo - 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.

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

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

*info@visualcortexlab.com*