

DENIS HENON

REAL-TIME 3D ARTIST | UNREAL & UNITY | VR / XR

3D technical artist with 13 years in production, from real-time / XR to feature-film character FX. Co-founded The Third Studio (2015–2019): real-time assets, VR simulators and interactive apps for Toyota, Eram and Ramery. Led a developer and mentored a junior 3D artist. Senior Character FX Artist at Illumination from 2019 to 2026.

SKILLS

REAL-TIME	Unreal Engine, Unity, VR (HTC Vive, mobile VR), interactive apps
3D ASSETS	Modelling, UVs, PBR texturing, LODs, optimisation
SOFTWARE	3ds Max, Maya, Houdini, Photoshop
PIPELINE	Python, MAXScript, version control
WEB & UI	HTML5, CSS3, JavaScript, UI/UX design

LANGUAGES

FRENCH	Native
ENGLISH	Fluent (C1)

EDUCATION

2026 — **VoxelFX**
Houdini Grooming & CFX (105-hour intensive course)

2020 — **VoxelFX**
Houdini VFX (6-month program)

2007–12 — **Pôle 3D** (now Piktura)
Graduate school, Master's degree

ENTREPRENEURSHIP

E-COMMERCE — **Co-manager (2020–23)**
Redesigned the platform's UI/UX and built interactive educational web content.

UNREAL | UNITY | VR | PBR | LOD | PYTHON

ILLUMINATION STUDIOS Paris — MARCH 2019 — 2026

→ SENIOR CHARACTER FX ARTIST

Cloth, hair & fur simulation on major animated features. Develop in-house Python tools that automate key production tasks and improve pipeline efficiency.

FILMS: Grinch | Despicable Me 4 | Mario Bros. | Sing 2 | Minions: The Rise of Gru

THE THIRD — 2015 — 2019

→ CO-FOUNDER & TECHNICAL LEAD, REAL-TIME 3D / XR

Co-founded and ran a studio producing real-time 3D and VR experiences for brands. Technical lead on interactive projects: managed a developer and mentored a junior 3D artist.

- Toyota Aygo: VR racing simulator for an event activation
- Interactive car configurator: rims, paint and finishes in real time
- Eram / Noyce: mobile VR showroom (Cardboard-style headset)
- Ramery: interactive industrial site mockup (Unreal Engine)
- Virtual Nike store and room-scale VR experiences

Real-time assets end to end: modelling, UVs, PBR texturing, LODs and performance optimisation.

CLIENTS: Toyota | Eram | Ramery | Eiffage Construction

ILLUMINATION STUDIOS Paris — 2013 — 2015

→ CHARACTER FX ARTIST

Cloth, hair and fur simulation on international animated features.

FILMS: Despicable Me 2 | The Secret Life of Pets | Sing

mikros ANIMATION — 2014

→ CHARACTER FX ARTIST

Cloth and hair simulation for a highly stylized visual universe.

FILMS: Astérix

REAL-TIME 3D & XR

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