

# Isabelle Boeve

## TECHNICAL DIRECTOR - CG SUPERVISOR - 3D GENERALIST

I bring 12 years of expertise in the 3D animation and VFX industry, specializing in 3D animation projects.

Since 2019, I've been working as Technical Director at Fabrique Fantastique, where I manage the studio's IT infrastructure and production pipeline. My role includes creating and adding features to the pipeline, resolving day-to-day technical issues, overseeing the render farm, coordinating with suppliers, managing licenses, and preparing for future project challenges.

In 2015, I was promoted to CG Supervisor, where I led teams in managing projects, addressing technical and artistic challenges, and ensuring deadlines were met. This role honed my ability to anticipate and proactively resolve issues before they impacted production.

I'm passionate about constantly learning new software, tools, and techniques to fuel my creativity and improve my technical skills. This curiosity directly benefits my professional work, allowing me to deliver higher-quality results for the projects I take on.

## Experience

### *June 2019 until present*

Technical Director - CG Supervisor - IT

- Developing a Comprehensive Pipeline: Designing and implementing a robust pipeline for 2D and 3D projects utilizing a variety of software and tools, including Maya, Deadline, Clarisse iFX/Builder, Nuke, Houdini, Gaffer, and Adobe.

- CG Supervision on New Projects: Overseeing technical aspects of new projects to ensure seamless functionality. Collaborating with the team to establish efficient workflows while proactively identifying and mitigating potential issues in future stages.

- IT Hardware and Software Management: Setting up and supervising IT infrastructure, including the implementation and management of a Deadline render farm. Focused on expanding and optimizing the IT setup, renderblades and servers, while addressing day-to-day IT challenges to ensure smooth operations.

Projects: Interstellar Ella, Juul, Bim, Dickie, Sir Mouse, Eureka, Miss Moxxy

### *September 2018 until present*

Freelance 3D generalist and Technical Director

### *March 2015 until June 2019*

CG Supervisor

As CG Supervisor, I led a team of artists, collaborating with department supervisors and production managers to ensure timely delivery within budget.

I reviewed the technical quality of the work, tracked the output using Shotgun, and assisted with pipeline setup alongside the TD department, implementing improvements to boost productivity.

I proactively solved daily challenges, managed the render farm with the IT department to ensure timely project completion, and facilitated communication with co-producers and external studios to address any technical or artistic issues. Whenever necessary, I supported the team to help meet deadlines.

Projects: The Oggies Ziggy and the zootram, Marnie's World, Harvie and the magical museum, Little Luke And Lucy

### *June 2012 - August 2015*

3D Generalist

- February 2015 - August 2015: 3D Animation film "Deep" - 3D Modeler
- September 2014 - January 2015: Live action film "Michiel De Ruyter" - Compositor, layout artist and animator
- May 2014 - August 2014: 3D-Animation feature film: "Oops, Noah is gone" - Lighter
- February 2014- March 2014: 3D-Animation series "Ziggy and the Zoo Tram" - Layout modeller
- June 2012 - May 2014: RnD and creating pilots/trailers for new projects, creating small advertisements - storyboarding, 3D modelling, layout, animation, shading, texturing, lighting, rendering and compositing
- April 2014: Pilot for the 3D-Animation series "Little Luke and Lucy" - Layout, 3D modelling, shading, lighting, rendering and compositing
- August 2012 - August 2014: 3D-Animation series "Percy and Friends" (season 1 & 2) - 3D modeler and compositor



## Personal Info

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## Software - Skills

- Python
- Autodesk Maya (api, pymel, mayapy)
- 3D modelling (Maya)
- Arnold (Maya)
- shading&texturing (arnold)
- Ftrack (api)
- Pyside2
- PyQt
- html, php, javascript, mySQL
- Deadline farm management (api)
- yeti
- Compositing (Fusion, Nuke)
- Shotgun
- Clarisse iFX/Builder

## Education

2009 - 2012:

[Digital Arts and Entertainment, HOWEST:](#)

- Graduated with Honours
- Studied 3D-arts in combination with programming and scripting.
- part of the team in the finals of the 2011 Microsoft Imagine cup in New-York.

2008 - 2009:

Applied Fine Arts

- A general art course in which I was introduced to various art forms and its principles
- Had an introduction into Graphic Design

## Languages

Dutch: Native proficiency

French: Bilingual proficiency

English: Bilingual proficiency