



www.louisdumont.com

CONTACT

Name Louis du Mont
DOB 6th July 1983
Nationality British

Address 266 Caledonian Road
Islington, N1 0NG

Emails hi@louisdumont.com
Mobile +44 (0) 774 554 7903

PROFILE

I've worked with a number of digital agencies and production companies as well as running creative in my own production studio. I've produced content for a wide range of platforms from mobile games to tv commercials and enjoy the problem solving that comes with new technologies.

I've created practices and workflows that allow high levels of quality within appropriate budgets, leveraging processes learnt within one industry and transferring them to another.

SKILLS

My primary focus is 3D and Video production, independent of platform. I'm a 3D generalist, handling the entire pipeline from modelling to render and compositing. I've also setup rendering infrastructure for my own studio.

Shooting, grading and editing video is another passion turned profession. With roles from VFX supervisor to DoP and Camera Operator. I'm familiar and have used many camera rigs, from the beginning of the DSLR video with the Canon 5D Mark II to Red's line of cinema cameras. I also own an extensive set of camera, lens and light combinations for 4K video projection.

LIGHTWAVE 3D . ZBRUSH . MUDBOX .
ADOBE CC . NUKE . UNITY 3D . BOUJOU .
PFTRACK

EXPERIENCE

We Are Formation | Director / Co-founder

August 2012 - Present London, United Kingdom

A London based production company specialising in CG Visuals for Digital, Print and TV. We work with agencies and their brands to bring concepts to life across multiple platforms. We also create and publish media experiments and projects that interest us.

We Are Capture Ltd | Creative Director

February 2011 - September 2012 (1 year 8 months)

Overseeing creative content, promotion for the company. Working on film and animation production in a variety of roles from VFX supervisor to Director of Photography.

3D Artist | Freelance

November 2010 - February 2011 (4 months)

Producing pre-rendered and real-time 3D content for digital campaigns in a number of different agencies and production companies.

MRM Worldwide McCann | 3D Art Director

August 2005 - November 2010 (5 years 4 months)

Producing pre-rendered and real-time 3D content for technology companies like Intel and Microsoft.

EDUCATION

University of Westminster BA (hons) Animation

2001 - 2004

The Arts Institute Bournemouth Foundation Diploma Art & Design

2000 - 2001