

SORËN BOULOIZEAU

TD Pipeline & Tools

M2 ATI student · Paris 8

I develop tools and integrations for Blender, Maya, Substance, Unreal or even Nuke, not tied to any one DCC.

On a team, I take what artists shouldn't have to do by hand: setting up an asset's folders, exporting, building, moving a file from one app to another, among other things. That means Python addons, automated builds or pipelines between DCCs and engines. I'm in the M2 ATI at Paris 8 and looking for an internship or a work-study in an animation or game studio.

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Contact

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Technical skills

PIPELINE & FORMATS

`USD` `OpenEXR` `OSC` `Git hooks` `GitHub Actions CI`

DCC & ENGINES

`Maya` `Blender` `Substance Painter / Designer` `Houdini` `Nuke` `Unreal Engine 5` `Unity`

LANGUAGES

`Python` `C#` `Rust` `C` `C++`

WEB & AI

`Vue.js` `SQL` `Docker` `ComfyUI`

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Languages

French *Native*

English *Reading: fluent · Speaking: basic*

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Interests

Tabletop RPGs (D&D, improv), reading, animation, cooking.

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Mobility

France · Driving licence (B)

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Experience

2026 — TD pipe
Virtual Production
Face and body mocap pipeline (ARKit, OptiTrack), with retargeting in Houdini and real-time display in Unreal through Live Link.

2026 — Game dev and tools
SoulTide
Unreal game made by four in one month. I took care of the whole tech side: UI, C++ dialogue system, mini-map and a build chain with automated releases.

2026 — TD pipe and game dev
DriveForest
VR driving simulator made by two. I wrote the Unity game and a PowerShell asset pipeline that creates the folders and the Blender and Substance Painter working files, with an addon embedded.

2025 — Dev tools
PhotoshopToComfyUI
Photoshop (UXP) plugin connecting ComfyUI and LoRA training, with a PowerShell installer. Built solo in one month.

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Education

2023 - 2027 — Master's ATI · Arts & Image Technologies
Université Paris 8
3D pipeline, graphics programming, technical direction.

2022 - 2023 — 3D Computer Graphics training
H3D2
Modelling, shading, rendering, compositing.

2020 - 2023 — Bachelor's in Architecture
École de Design de Nouvelle-Aquitaine
Spatial design, technical drawing.