

Robert Rioux
riouxr@gmail.com

I am a senior 3D artist with extensive experience across the full production pipeline, from storyboarding to compositing. I have contributed to more than 60 films, including five fully CG productions, with strong expertise in hard-surface modeling. Recognized as a creative problem solver, I also develop production tools and pipeline solutions to improve workflow efficiency. I am currently transitioning from VFX to game development and am fully proficient in both workflows.

experience

Real by FAKE
2019-2023
Director Innovation et technology

Bardel Animation
2005-2005
Lead Set Modeler

Method Studios
2018-2019
Senior Modeler

Vanguard Animation
2004-2004
Technical Director

Atomic Fiction
2017
Senior Modeler

Meteor Studios
2001-2003
Lead Technical Modeler / VFX supervisor

Cinesite
2017
Senior modeler

Icestorm Digital
2000-2001
Lead Modeler

Mikros Image Canada
2016
Lead Set Modeler

Rhythm & Hues
1998-2000
Senior Modeler

Jungle de Requins
2013-present
3D artist, director, President

Square USA
1997-1998
Modeling supervisor Sets and Props

Mikros Image Canada
2012-2013
Lead Set Modeler

Planimage
1996-1997
3D department supervisor

Cégep du Vieux Montréal
2008-2010
Teacher 3D Maya

Collège InterDec
1995-1997
Teacher Alias PowerAnimator

Meteor Studios
2006-2007
All Rounder

Machina Pictura
1995-1996
3D Aritst and administrator

Projets as CG artist

Witchboard
Aftermath
Moonfall
Brainfreeze
Clouds
Barkskins
Extraction
Little Fires Everywhere
For All Mankind
The Morning Show
Runaways
Ad Astra
Stranger Things
Men in Black: International
Welcome to Marwen
Mary Poppins Returns
The First
The Predator
Lost in Space
A series of Unfortunate Events
Pacific Rim: Uprising
The Cloverfield Paradox
Stringer
See You Up There
Skal
Ghost in the Shell
Arrival
Fen Shen Bang (Gods of War)
Independence Day: Resurgence
X-Men: Apocalypse
Gods of Egypt
Le Petit Prince
Mune
Astérix: Au service de sa majesté

Red Cliff
Inhabited Planet
Young Victoria
Journey to the Centre of the Earth 3D
Rush Hour 3
Dino Lab
Final Destination 3
Happily N'Ever After
Valiant
Scooby Doo 2
Extreme Engineering
Dinosaur Planet
Expedition Bismarck
Lost Worlds: Life in the Balance
The 6th Day
Bedazzled
Dracula 2000
Final Fantasy: The Spirit Within
The X-Files (the movie)
Star Trek Insurrection
The Astronaut's Wife
Pushing Tin
Fantasia 2000
The Flintstones Viva Rock Vegas
Mystery Man
Anna and the King
Little Nicky
Hollow Man
Along Came a Spider
Battlefield Earth
End of Days
Blade
Red Planet
Armageddon

links

[IMDB](#)

[LinkedIn](#)

[Demo Reel and portfolio](#)

education

NAD (UQAC)

Bachelor degree in game development (in progress)

Screenwriting seminar

Elizabeth Johnston, Concordia University Teacher

Screenwriting, production and direction training

Hollywood Film Institute

Dawson College

Professional Photography 90-92

Ahuntsic College

Graphic Design diploma 87-90

software

Blender / Maya

Unreal Engine / Unity / Godot

Renderman / Arnold / Cycles

Photoshop

Nuke / After Effects

Final Cut Pro / Davinci Resolve

Substance Painter / Designer

ComfyUI

Projects as director

4 (short movie)

Plethore (corporate video)

Toyota (commercial)

BYD (commercial)

Photon (commercial)

For Better or Worse (short movie)

Revolving Doors (short movie)

NSA (short movie)

Doritos (commercial)

The War (music video)

Recongition (music video)

I Saw You Smiling (music video)

Ombres Parallèles (teaser)

Trapped (teaser)

AMT (commercial)

Block Wars (short movie)

Cristin (commercial)

Olivier Ford (commercial)

Le Deuil (short movie)

The Ticket (short movie)