

# Liam Collod

Software developer - VFX artist



🏠 France - Lyon (remote only)  
🌐 <https://liamcollod.xyz>  
✉ [contact@liamcollod.eu](mailto:contact@liamcollod.eu)

I am a versatile image maker; whose skills balance between art and technology. I care about image-related topics like lighting, compositing, color-management but also technical topics like pipeline infrastructure and programming workflows. I am a strong advocate for sharing knowledge and software, applied through writing documentation/tutorials or open-sourcing code.

## Experiences

### ① Mikros Animation - Resident

07/2023 - 03/2025

#### Tasks

Software Developer

As part of the cross-show SLRC team.

### ① Mikros Animation - Intermittent

05/2022 - 07/2023

**Projects** [TMNT Mutant Mayhem](#)

#### Tasks

Compositing TD

Nuke Pipeline maintenance.

Support for the compositing team.

Lighting TD

Katana Pipeline maintenance.

Support for the lighting team.

+ Substance Painter pipeline maintenance

### ① Ynov Campus - Freelance

11/2022 - 03/2023

#### Tasks

Environment Art Teacher

Overview of the general pipeline required for building environment in VFX.

Support for their short-film project.

### ① WorldWideFX UK - Freelance

09/2021 - 05/2022

**Projects** [The Offering](#)

#### Tasks

Shot Lighting

Lighting slampcomps

Lighting TD

Katana tools development for workflow efficiency.

Katana lighting template.

### ① CpasDec x Stim Studio

04/2020 - 09/2021

**Projects** [A Kitchen Life](#), [Witches](#), [Squad](#)

#### Tasks

Set Surfacing Supervision

Managing dailies reviews.

Assigning surfacing tasks and shot-surfacing management.

Shot Lighting, Shot Compositing.

Generalist TD

DCC tools development for workflow efficiency.

Katana templates (lookdev, lighting).

Katana Instancing pipeline.

## Skills

### DCCs

Katana, Nuke, Maya, Mari, Substance Painter, Blender, Redshift, Arnold.

### Programming

Python, Lua, Qt, OpenImageIO, OpenColorIO, Katana, Nuke, Maya, Git, Rez.

### Topics

Compositing, Lighting, Surfacing, Color-Science, Photography, Graphic Design.

## Projects

- Photography: <https://cara.app/liamcollod>
- Programming: <https://github.com/MrLixm>
- Software: <https://pyco-apps.github.io/>
- VFX: [https://www.artstation.com/monsieur\\_lixm](https://www.artstation.com/monsieur_lixm)

## Education

**Bellecour Ecole** 2017-2020  
Bachelor 3D - Image  
Traditional arts formation.  
Generalist 3D - VFX formation.