



MALO VIRON

3D GENERALIST

PROFILE

Passionate 3D master's student with a broad 3D background, now focusing on animation. I'm seeking a 3D Generalist role to apply my skills and grow through meaningful projects.

SKILLS

- Maya
- 3ds Max
- Blender
- Substance
- Unreal Engine
- Marvelous
- Houdini
- Animation Pipeline
- Script
- Rigging
- Lighting
- Modeling

LANGUAGES

French (native language)

English - C1 (Advanced)

Japanese - JLPT N4 (basic)

CONTACT

75007, Paris

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06 34 38 95 84

HOBBIES

Saxophone

Fashion

WORK EXPERIENCE

Lead Animator – Final-Year Short Film (IIM, 2024–2026)

Led animation, team coordination, rigging, and animation pipeline. Artistic coordination for the Sony Talent Days project. Set up workflows and oversaw deliverables.

VR Simulation with AI (IIM x Devinci Immersive Lab, 2024)

Designed and developed a VR simulation featuring a conversational agent for adaptive storytelling. Prototyping, user testing, and performance tuning.

VR Training – Oculus Quest 3 (IIM, 2024)

Hardware setup and technical support for VR workshops, plus scenario creation and teaching materials.

École du Louvre (2021–2022)

Collections overhaul: Dewey classification, digitization, and document organization for the library.

EDUCATION

Master's in 3D Animation — IIM Digital School, Paris (2024–2026)

Engineering Cycle — ECE Paris Lyon (2020–2021)

Computer Science Preparatory Program — Efrei (2019–2020)

Science Baccalauréat — Lycée Jean de La Fontaine (2019)