



CINEMA • 3D • VFX

Looking for an internship starting in june 2025



PERSONAL WEBSITE

Passionate about visuals, I discovered 3D at the age of 7 through architecture. This passion led me to explore various fields such as scenography and design, while developing an interest in cinema and visual effects. Over the past few years, I have also been developing my programming skills, including by designing my own website. Comfortable with a wide range of software, such as the Adobe suite, Blender, Maya, Unreal Engine, Unity, and DaVinci Resolve, I am fully dedicated to digital and visual creation.

Education

2023-2025: Digital creation Master's Degree

Paul Valéry University, Montpellier, France

- Designing, animation and 3D rendering
- Computer graphics, editing and special effects
- Algorithm and programming
- AR/VR interactive device

2020-2023: Cinema and audiovisual Bachelor's Degree

Paul Valéry University, Montpellier, France

- Option création numérique et nouveaux médias

2017-2020: French baccalaureate, science major

Altitude High School, Briançon, France

- Specialty in Computer Science and Digital Sciences, theater option

Other formation

2024 - 2025 : Theater Workshop (SNLR Collective)

2022 : French IT certification

2020 : Driving license

Work experience

Intensive 3D animation project

January 2025 - Paul Valéry University, Montpellier, France

- Modeling, Rigging, Skinning, Lighting, Animation, Rendering (1 month)

Internship in a 3D animation studio

July - September 2024 - Stim Studio, Lyon, France

- Modeling and training on Maya software (2 months)

Intensive 3D animation project

March - April 2024 - Paul Valéry University, Montpellier, France

- Modeling, Rigging, Skinning, Lighting, Animation, Rendering (1 month)

3D computer graphics - Global Game Jam

January 2024 - BRASSART School, Montpellier, France

- Creation of a video game in 48 hours
- Team of 13 people

After Effects Internship

November 2022 - Paul Valéry University, Montpellier, France

- 2D graphics, Animation, VFX (7 days)

Internship on augmented reality / virtual reality

May 2022 - Paul Valéry University, Montpellier, France

- 2D/3D graphics, Unity Set Dressing, C#

Motion Capture Internship

April 2022 - Paul Valéry University, Montpellier, France

- Modeling, Rigging, Texturing, MOCAP Animation, Tracking (7 days)

Complementary actor

2018 / 2019 - France TV & Easy Movies

- Extra bit player

Infographics internship

October 2016 - Atelier Itrane, Villard Saint Pancrace, France

- Training on the Adobe suite (1 week)

Other work

Administrative agent - Briançon Béton (Recurring Contract)

Server - Club Med (Fixed-Term Contract 2021 - 1.5 months)

Contact

Aurian PAYAN

+33 7 88 99 71 43

aurian.payan@orange.fr

34090 Montpellier, France

05100 Briançon, France

www.aurian-payan.fr

Langues

French: Native speaker

English: B1 (Intermediate Level)

Italian: A2 (Elementary Level)

Hobbies

3D Creation and Audiovisual

Traditional and Digital Drawing

Photography, New Technologies

Theater and Scenography

Sports (Cycling, Skiing, Climbing)

Computer skills

3D modeling: Blender, Maya, SketchUp, Unreal, Unity, Archicad

Photo editing: Photoshop, Affinity Photo, Pixelmator Pro

Digital drawing: Illustrator, Affinity Designer, Procreate

Video editing and VFX: Final Cut Pro, Première Pro, After Effects, Davinci

Programming: HTML, CSS, JavaScript, Python and C#