



SOR N BOULOIZEAU

TD Pipeline & Tools

M1 ATI student - Paris 8

I develop tools that move assets and data between departments: addons for Blender, Maya, Substance, Unreal and Nuke. I like automating the manual steps that slow the team down.

Right now I'm building Miraxy, a USD-based tool for production tracking and asset publishing, aimed at small production teams. My team and I use it on a pilot animation project.

I script in Python for DCC work and I'm strong in C# / Unity, with Rust or C++ when the job calls for it. M1 ATI student at Paris 8, looking for an internship then an M2 work-study (alternance, late 2026) 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++

TOOLS & FRAMEWORKS

Vue.js SQL Docker

AI & IMAGE

ComfyUI Flux LoRA / Kohya_ss

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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

SelixyCARD

UNO-style 3D card game in the browser, with a Rust engine compiled to wasm

3D card game in the browser: Rust/wasm engine (wgpu), Axum/PostgreSQL server, multiplayer games. In progress.

2026

Miraxy

Production tracking and USD pipeline for small animation teams

Production tracking web tool (Rust/Axum, Vue 3): tasks and schedule for an animation team, Python DCC integrations and USD asset publishing. In progress.

2026

SoulTide

Code, build and Tools for a UE5 game in 1 month

Unreal 5.5 game (C++/Blueprint) shipped by a team of 4 in one month: UI, dialogue, build & release CI/CD.

2026

Virtual Production

A character + mocap pipeline with real-time Houdini retargeting

Full-body mocap (ARKit + OptiTrack) → Houdini retargeting → Unreal Live Link. In 1 week.

2026

SelixyBrain

Second brain: linked notes, graph and quick-capture notes

Web second brain (Vue 3, TypeScript, Node): link graph, editor, floating notes, server-side accounts and permissions. In progress.

2026

SelixyWatch

Videos and music watched together, to the same second

Synchronized viewing web app (build-free JavaScript, Python API, PostgreSQL, SSE): rooms, playlists, chat. In progress.

2025

PhotoshopToComfyUI

Generative AI right inside Photoshop

Photoshop (UXP) plugin integrating ComfyUI and LoRA training, with a PowerShell installer. 1 month.

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Education

2023 -
2027

Master's ATI · Arts & Image Technologies

Université Paris 8

3D pipeline, graphics programming, technical direction. M2 work-study targeted for 2026-2027, thesis in 2027.

2022 -
2023

3D Computer Graphics training

H3D2

3D production fundamentals: modelling, shading, rendering, compositing.

2020 -
2023

Bachelor's in Architecture

École de Design de Nouvelle-Aquitaine

Spatial design, technical drawing, working with volume and light.

2017 -
2020

High school diploma: STI2D

Lycée Édouard Branly

Development and electronics.