# Stéphane Quillet

Senior Environment Generalist TD

Vancouver, BC • linkedin.com/in/xperiencefx • Canadian permanent resident

## Professional Experience

**DNEG,** *Senior Environment Generalist TD* Jan 2026 – Jan 2027
Projects: Dune: Part Three · Gundam

**Industrial Light & Magic,** *Generalist* Sep 2024 – Jan 2026
Projects: Stranger Things Season 5 · Voltron · Avatar: Fire and Ash

**DNEG,** *Environment Generalist TD* Aug 2022 – Jul 2024
Projects: The Last of Us S1 · Dune: Part Two
Fighter · Furiosa: A Mad Max Saga

**SUPERPROD,** *FX Supervisor* Sep 2021 – Jun 2022
Project: DC Batwheels S1. Led six 2D/3D FX artists; setups and effects review.

**Ellipse Studio,** *FX / Compositing Supervisor* Sep 2017 – Sep 2020
Projects: The Smurfs · Yakari (Houdini FX); supervised five artists on Buddy and Bill.

**XFX,** *CEO / CG Artist / Generalist*
Advertising (Aug 2006–Jul 2017): 3D VFX, 2D animation and interactive TV modules.
Camera / Steady Cam operator; DGAC-certified drone pilot.
Created VR games: Project S · DEDALE VR · Soccer Punch

## Skills

**Software & tools:** Houdini · Nuke · Maya · Substance Painter · RenderMan · Redshift · Unity |
Pipeline: VEX · Python · Solaris · USD
**Core skills:** Procedural environments · Houdini FX setups · Ecosystem/debris scattering · Asset upres & look development · Pipeline tools · Compositing · Team supervision · VR game development

## Languages

**French:** Native, **English:** Bilingual

## Recognition

After the Silence - Director
Official Selection - Seoul International AI Film Festival 2025
Production awards (contributing artist):
VES: The Last of Us (2024), Dune: Part Two (2025), Avatar: Fire and Ash (2026).
Emmy: Stranger Things Season 5, Special Visual Effects (2026).