

# John Dubois

Crowd Artist

## EXPERIENCE

- 2023–2025 **MPC**  
LEAD CROWD ARTIST · Montreal, Canada 📍  
Served as lead on several large projects with teams of artists across multiple studio sites. Liaised with upstream departments and supervisors to identify needed crowd assets and smooth over workflow issues. Developed several artist tools to maintain a consistent look and feel within each production and mitigate artist roadblocks. Developed bespoke USD workflows to generate fast and lightweight exports, primarily for client dailies and visualization.
- 2021–2022 **MPC**  
SENIOR/KEY CROWD ARTIST · Montreal, Canada 📍  
Worked on a variety of projects, often taking on lead responsibilities or being tasked with guiding other artists. Developed several artist tools to address specific needs and requirements of the productions, some of which found use in the wider department context.
- 2020–2021 **Squeeze Studio Animation**  
CROWD ARTIST · Montreal, Canada 📍  
One of a two artist team in a newly formed crowd department, working on a big name episodic production. Took on a role training and guiding new artists as the team eventually grew to meet production needs. Developed crowd workflows in Redshift and Houdini from the ground up, handling every step from asset ingestion to secondary simulations to crowd output. Created bespoke tools for procedurally modifying crowd assets within Houdini.
- 2018–2020 **Mill Film**  
CROWD/FX ARTIST · Montreal, Canada 📍  
Began as an FX artist but shifted to crowd when new productions required work of that nature. Mentored under senior artists from a sister studio, eventually passing on the knowledge to other artists and guiding productions.

## EDUCATION

### Visual Effects

B.F.A. · Savannah College of Art and Design 🎓

### Nuclear Engineering

B.S. · Texas A&M University 🎓

## SKILLS

Houdini		<div style="width: 100%; height: 10px; background-color: #00AEEF;"></div>
Python		<div style="width: 90%; height: 10px; background-color: #00AEEF;"></div>
Linux		<div style="width: 80%; height: 10px; background-color: #00AEEF;"></div>
Maya		<div style="width: 60%; height: 10px; background-color: #E67E22;"></div>
Nuke		<div style="width: 60%; height: 10px; background-color: #E67E22;"></div>