Alexis Bambi 3D Layout & Previs Artist

previs@alexisbambi.com | LinkedIn | Demoreel | Portfolio | In-House/Remote/Hybrid

CAREER PROFILE : Versatile artist specialized in Previs with 10 years of experience, with a proven track record in feature films, cinematics and live performances. Focused on rythm, framing and staging. Known for full autonomy on complex sequences, a strong ability to interpret narrative intent and providing a robust starting point for the rest of the pipeline.

LOCATION

Belgium, Brussels

ENVIRONNEMENT

Windows & macOS

SOFTWARE

Maya, Blender

Adobe Suite :

- Premiere
- After Effects
- Photoshop
- Illustrator

EDUCATION

Supinfocom Rubika
Valenciennes 2015
Digital Director
Master's Degree

ENSAAMA
Olivier de Serres
Paris 2012
Design Two-years
Technical Degree

Marc Bloch
Strasbourg 2010
Applied Arts
Bachelor's Degree

PROFESSIONAL EXPERIENCE

WIZZ / RIOT GAMES | Remote Layout & Camera Artist
Paris | October 2025 – November 2025 | Blender

- **Valorant 2026 Masters Santiago Cinematic**

Valorant (AAA) : Contributed with the cinematic team, to Riot Games premier tactical shooter, a multi-award-winning title, and a leader of the global competitive esports. Delivred 3D layout and camera animation to provide the essential structural base for the 2D animation pipeline.

NWAVE DIGITAL | Layout & Previs Artist
Brussels | October 2019 – July 2025 | Maya

Annecy-selected Feature Films : Generated shots from storyboards and created sequences from scratch when necessery. Focused on creating high-quality 3D layout that served as a reliable foundation for the rest of the pipeline.

- **Yugly**
- **Chickenhare and the Secret of the Groundhog**
- **The Inseparables**
- **Chickenhare and the Hamster of Darkness**

Live Visuals : Focusing on precise animation timing to create visuals for the stage performance.

- **Stromae 'Multitude' World Tour**

XILAM ANIMATION | Layout Artist & 2D/3D Animator
Lyon | February 2018 – December 2018 | Blender

- **I Lost My Body**

Jérémiy Clapin's Oscar-nomminated film (Cannes Grand Prize winner). Focused on framing and both 2D and 3D animation. Personal recommendation from Jérey Clapin here

Commercials & Adversiting

- **KINGSIZE FX | 3D Animator** *Paris | 2019 | Maya* : **Lion King** Disneyland Paris.
- **JUNGLER TV | 3D Layout Artist** *Paris | 2017 | Maya* : **Build a bear, Honey Girls**.
- **ORES | Motion Designer & 2D Animator** *Lille | 2015 – 2017 | After Effetc, TVPaint*
- **AMOPIX | 2D Animator & Comics Decorator** *Strasbourg | 2013-17 | Adobe Suite*

Series & Web Production

- **IMAGES PRODUCTION | Layout, 3D Animator** *Paris | 2016 | Maya*
- **TCHACK | 3D Animator** *Paris | 2015 | Maya*