

ADRIEN CRUYSMANS

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Canadian citizenship

PROFESSIONAL SUMMARY

Enthusiastic Video Designer with strong and extensive experience across all phases of the video production cycle. With a sharp eye for detail and a true passion for visual storytelling, I've developed a versatile skill set that enables me to take on a wide range of roles within audiovisual production. Over the years, I've specialized in live-action compositing, focusing on the seamless integration of visual effects. This has allowed me to develop a strong artistic and technical eye, ensuring realism, continuity, and a cinematic finish in every shot.

SKILLS

- Extensive and strong knowledge of the creation process and terms used in Video Production, CG and VFX Production;
- Organised, proactive and a multidisciplinary
- Strong eye for visual inconsistencies and skill in refining the integration of elements.
- Able to work within a team towards a common goal;
- Adaptable to changing scenarios and showing initiative;
- An always positive, enthusiast and can-do attitude.

WORK HISTORY

LEAD VFX COMPOSITOR

01/2022 to today

Real By Fake | Montreal, Canada

Leading teams from 3 to 10 artists in their day-to-day tasks. Oversee and ensure the quality and consistency of visual effects across the team's shots. Ability to refine and elevate compositing work to a cinematic level of finish while meeting technical and time constraints.

VFX COMPOSITOR

05/2019 to 01/2022

Real By Fake | Montreal, Canada

Working in the compositing department with day-to-day tasks such as: Keying, rotoscoping, BG plate creation/extension, 2D & 3D tracking, colour correction.

VIDEO GAME TESTER

02/2019 to 05/2019

Keywords Studio | Montreal, Canada

Functional testing services, debugging, User experience testing, Various platforms testing, Stress and load testing.

VFX COMPOSITOR

09/2018 to 10/2018

Bedigital | Brussels, Belgium

Working in the compositing department with day-to-day tasks such as: Keying, rotoscoping, BG plate creation/extension, 2D & 3D tracking, colour correction.

PRODUCTION MANAGER

08/2015 to 10/2017

Butterfish Group | Brussels, Belgium

Heads of production and post-production departments (TV and documentary).

- Coordinating and monitoring multiple projects effectively;
- Develop project budget and schedules;
- Manage day-to-day tasks for the production department;
- Organise and manage shootings and post-production process;
- Organise and direct shoots on location with director, in studios or exterior;
- Manage, support and work closely with the post-production department;
- Maintain communication with clients;
- In charge of the Final Delivery. (Specific file formats for TV distribution)

PRODUCTION COORDINATOR

01/2013 to 01/2014

Matchpoint Production | Brussels, Belgium

Work closely with the Production Manager to organise and maintain global production schedules. Organise shoots across Europe and oversee the execution of post-production between Brussels and Paris.

FREELANCE VIDEO EDITOR

11/2011 to 12/2012

Intersourcing Sa | Brussels, Belgium

- Project Management: import / synchronisation / triage;
- 'Rough cuts' creation;
- Edit footage and sound effects;
- Graphics creation;
- Compress videos in various formats according to customer specifications;
- Projects archiving.

PRODUCTION ASSISTANT

12/2009 to 01/2011

Kaos Films | Brussels, Belgium

Successfully manage and co-ordinate mostly institutional projects for the European Commission and in particular for the Development and Cooperation Commission – EUROPEAID but also promotional movies for the Belgian government.

EDUCATION & PROFESSIONAL TRAINING

Professional Training | Houdini specialisation: Destruction, Pyro, Vellum
NAD – UQAC, Montréal, Canada

2020 - 2019

Professional Training | 3D Modelling, Motion Design, Animation and VFX
Bruxelles Formation – BF Cepeggra, Brussels, Belgium

2018

Certification | Motion Picture Industry Certification
Vancouver Film School (VFS) Animation Campus, Vancouver, BC

2014

Professional Training | Digital Video Producer
SAE Institute, Brussels, Belgium

2012

Bachelor in Media Communication
Institut des Hautes Études Des Communications Sociales (IHECS), Brussels, Belgium

2011

LANGUAGES

French: Native speaker. Very good understanding, spoken and written.

English: Strong understanding, fluent speaker, bilingual reader and writing skills.

COMPUTER SKILLS

3D PROGRAMS

Houdini – Good Knowledge – 65

Blender – Good Knowledge – 60

Maya – Fair Usage – 35

COMPOSITING & EDITING PROGRAMS

Nuke X – Strong Usage – 90

Mocha Pro – Strong Usage – 80