

Zoé Caudron

Creative technologist

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ABOUT

I am a creative technologist, 3D generalist and interactive dev with an interest in AI, ethics, and the impact of technology. Amateur entomologist, so I'm twice as good at finding bugs.

I'm passionate about natural sciences, with a strong focus on biology. I aim to explore the intersection of technology and ecology, as well as the potential for a more symbiotic future. I'm also an avid reader and tinkerer, with my own little workshop at home.

EXPERIENCE

Creative technologist & real-time 3D — *Freelance* 2024 – present

- **The Keys to la Maison** for **Hermès Maison**: hybrid physical-digital escape room where players solve an enigma by interacting with the space and Maison objects. Currently live in Shanghai, Dubai, Singapore and Brussels.
- **AZOO**: real-time grooming and Unreal Engine shading for an immersive zoo experience, currently in development
- Independent R&D in physical computing, Unity prototyping and generative 3D

Interactive developer — *COMO / Magic Hatch* 2023 – 2024

- Developed Unity applications and web counterparts for high-end real estate, including **1 Mayfair** and **Le Provençal**
- Worked on a procedural yacht generation tool allowing bespoke configuration for private clients, in Unity with Maya integration
- Real-time 3D environments using SpeedTree

Lead interactive developer — *Superbien (Paris)* 2022 – 2023

- Led R&D on interactive installations for **Hermès**, including the Saut Hermès trampoline-controlled video game (a multiplayer installation where physical jumps drove an on-screen horse, ages 3 to 80)
- Additional client work including **L'Oréal** and the 2022 Faubourg Saint-Honoré Christmas window
- Led AI R&D for internal projects, including custom dataset creation and model fine-tuning (Stable Diffusion, open-source tools)
- Established a connection with **Omniverse** on emerging-technology demos

Real-time 3D generalist — *AnythingWorld* 2020 – 2022

- Real-time 3D work for music video and commercial projects, including pieces for **Ashnikko** and **Pink Sweat\$**

Studio & team manager — *Nexus (London)* 2018 – 2020

- Production and team management across 2D, 3D and interactive projects for clients including **Milka**, **Davos**, and **Google CES activation**.

Groom TD — *MPC* 2017 – 2018

- Digital doubles and creature grooming (3D hair and fur) for feature films including **The Lion King**, **Dumbo**, **The Greatest Showman**, **X-Men: Dark Phoenix** and **The Predator**

R&D / PERSONAL PROJECTS

Insectomorphs

Ongoing

Speculative entomology project exploring generative AI as a tool for imagining non-existent species. Custom VAE and DCGAN trained on ~60k insect photographs (PyTorch, Keras 3), curated selections upscaled via Real-ESRGAN, animated through a custom ComfyUI pipeline built around WAN 2.2. Full pipeline runs locally on open-source tools. Documented at lifeasaplant.com/insectomorphs.

Vegetation LoRA v1

In development

Custom SDXL LoRA for climbing plants across seasons, with a pipeline extending toward procedural 3D generation (Blender Geometry Nodes, Unreal PCG). Intended as a bridge between generative AI and real-time 3D production workflows.

EDUCATION

MA Computational Arts — Goldsmiths, University of London 2020 – 2022

Creating computational, generative and interactive works using Processing, openFrameworks, [p5.js](#), [node.js](#), Python, Unity

MA in CG Animation — Supinfocom, France 2011 – 2017

Movie making, 2D animation, 3D animation, VFX, mastering Maya and CG animation techniques. Production of our grad movie Hooked, with a focus on groom, lighting, texturing and environment modeling

SKILLS

Real-time & game engines: Unity, Unreal Engine

Creative coding: openFrameworks, Processing, p5.js, TouchDesigner

Web: javascript, Vue, basic front-end skills, PlayCanvas

Physical computing & interaction design: Arduino, Raspberry Pi, Node.js, sensor-based systems

Video, 3D & CGI: Maya, SpeedTree, grooming & shading (including real time), Photoshop, Illustrator, After Effects, Premiere, DaVinci Resolve

Generative AI: Stable Diffusion, SDXL LoRA training (kohya_ss), GAN/VAE from scratch (PyTorch, Keras 3), ComfyUI custom workflows, dataset curation

LANGUAGES

French (native) · English (fluent) · Japanese (JLPT N2 - 日本語能力試験2級, 2026)