

Zoé Caudron

Creative Technologist · 3D Artist · Interactive Developer

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PROFILE

Creative technologist, 3D artist and interactive developer working across generative AI, creative coding, real-time 3D, VFX and immersive experiences. Experienced in taking ideas from visual research and technical R&D; through prototyping and production, with a background in CG animation and high-end film VFX. Comfortable moving between artistic, technical and production teams, and particularly interested in new tools, procedural systems and emerging creative technologies.

EXPERIENCE

Creative Technologist & Real-time 3D — Freelance | 2023 – present

- **Generative AI & R&D;**: Developed experimental generative pipelines spanning dataset curation, local model training, ComfyUI, Gaussian splatting, image-to-video and upscaling.
- **Botanical LoRA**: Developing a LoRA for controllable generation of climbing plants on architectural façades, using a structured dataset across four plant species and seasonal states, with automated first-pass annotation followed by manual refinement.
- **Interactive / real-time**: Developed real-time grooming and Unreal Engine 5 shading for an immersive wildlife experience via Studio Octarina.
- **Selected project**: Insectomorphs — an end-to-end generative 3D research project exploring custom datasets, VAE/GAN training, automated preprocessing, 3D reconstruction and generative video.

Lead Interactive Developer — Superbien | 2022 – 2023

- **AI & creative R&D;**: Led AI R&D; and production workflows, including custom dataset creation, model fine-tuning and Stable Diffusion integration.
- **Interactive installations**: Led end-to-end delivery of Hermès installations using Unity, TouchDesigner and LiDAR sensors.
- **Real-time technology**: Collaborated with NVIDIA on real-time technical demonstrations using Omniverse.

Interactive Developer — COMO / Magic Hatch | 2023 – 2024

- **Procedural 3D**: Developed a procedural yacht generation tool in Unity with Maya integration.
- **Real-time experiences**: Built Unity applications and web counterparts for high-end real estate projects including 1 Mayfair and Le Provençal; created real-time environments using SpeedTree.

3D Generalist — AnythingWorld | 2020 – 2022

- **Realtime / XR**: Worked across real-time 3D and XR projects, including an XR minigame for Ashnikko's Slumber Party release in Unity.

Studio & Team Manager — Nexus | 2018 – 2020

- **Production & teams**: Managed production and teams across 2D, 3D and interactive projects for clients including Milka, CES Expo and DAVOS.

Groom TD — MPC | 2017 – 2018

- **High-end VFX**: Worked on digital doubles and creature grooming to production-quality standards, including topology, UVs, PBR shading and real-time render pipelines.
- **Film credits**: The Lion King · Dumbo · The Greatest Showman · X-Men: Dark Phoenix · The Predator

SELECTED PERSONAL R&D;

Insectomorphs — Generative 3D research exploring custom dataset design, automated preprocessing, local VAE/GAN experimentation, ComfyUI, Gaussian splatting, image-to-video and upscaling.

Botanical LoRA — Developing a controllable LoRA for climbing plants on architectural façades, with structured data across four species and seasonal states, automated annotation plus manual refinement, and exploration of Python/OSC integration with Blender and Unreal Engine.

TECHNICAL SKILLS

Generative AI: ComfyUI; Stable Diffusion; LoRA training; GAN/VAE training (Keras 3, PyTorch); dataset curation and balancing; model fine-tuning; BiRefNet; Gaussian splatting; WAN 2.2; image-to-video; Real-ESRGAN

Creative technology: Creative coding; interactive systems; procedural workflows; Python scripting; TouchDesigner; Omniverse; LiDAR; XR; p5.js; Processing; openFrameworks; Node.js

3D / realtime: Maya; Unreal Engine 5; Unity; SpeedTree; real-time shading; digital grooming; digital doubles; topology; UVs; PBR shading; real-time rendering

Production / VFX: High-end film VFX; production pipelines; visual development; technical R&D; team collaboration; project delivery

EDUCATION

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

MA in CG Animation — Supinfocom, France | graduated 2017

LANGUAGES

French (native) · English (fluent) · Japanese (conversational)