


LAURENT BEN-MIMOUN

**Production Illustration | 3D Concept Design | Art Direction
| World Building | Matte Painting**

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PROFESSIONAL SUMMARY

Accomplished concept artist and production illustrator with extensive experience in visual effects, animation, and world-building for film, television, and gaming. Adept at creating compelling environments, keyframes, and 3D designs that enhance storytelling. Strong leadership skills in supervising artist teams and collaborating with production designers and directors.

- Expertise in **color theory, lighting, storytelling, and multiple ideation styles**
- Proficient in **ZBrush, KeyShot, Blender, Unreal Engine**
- Fluent in **English & French** | Dual Citizen (**EU & US Passports**)
- Member of **Art Directors Guild (Local 800), Animation Guild (Local 839), Visual Effects Society**

SELECTED FILM & TV PROJECTS

2024

- **Avatar: The Last Airbender (S2)** – Keyframe & Environment Design (*Netflix, PD: Michael Wylie*)
- **Percy Jackson (S2)** – Illustrations & 3D Design (*Disney, PD: Dan Hennah*)

2023

- **ZTX** – Environment Concept Art for Metaverse/Game (*ZTX Studios*)
- **The Eyes of Matthew** – Illustrations (*TV Series, Show runner: Terry Lewis*)

2022

- **Percy Jackson (S1)** – Illustrations & 3D Design (*Disney, PD: Dan Hennah*)
- **Uglies** – Keyframes & Spaceship Design (*Dir. McG*)
- **The Last Airbender (S1)** – Keyframe & Architecture Design (*Netflix, PD: Michael Wylie*)

2021-2020

- **Haunted Mansion** – Illustrations & 3D Design (*Disney, PD: Darren Guilford*)
- **Disenchanted** – Illustrations & 3D Design (*Disney, PD: Dan Hennah*)
- **Star Trek: Picard (S1-S2)** – Production Illustrations (*CBS, PD: Dave Blass*)
- **Thor: Love & Thunder** – Illustrations & 3D Design (*Marvel, PD: Nigel Phelps*)

2019-2015

- **Venom 2** – Illustrations (*Sony, PD: Oliver Scholl*)
- **Akira (Pitch Presentation)** – Concept Art (Env, Transportation, Characters) (*PD: Ra Vincent*)
- **Shazam!** – Concept Art (*Warner Bros, PD: Jen Spence*)
- **Ant-Man and the Wasp** – Concept Art (*Marvel, PD: Shepherd Frankel*)
- **Thor: Ragnarok** – Concept Art Director, Illustrations & 3D Design (*Dir: Taika Waititi, Marvel*)

- **The Dark Tower** – Production Art & Concepts (*PD: Dan Hennah, Christopher Glass*)
- **Passengers** – Concept Art (Oscar-Nominated for Best Production Design, *PD: Guy Dyas*)*

Notable Past Projects

- **The Avengers (2012)** – Digital Matte Paintings (*Digital Domain*)
- **The Hunger Games (2011)** – Concept Art (*Lionsgate, PD: Phil Messina*)
- **Alice Through the Looking Glass (2014)** – Concept Art, 3D Modeling (*Disney, PD: Dan Hennah*)
- **Pacific Rim (2013)** – Lead Matte Painter & Concept Artist (*Dir: Guillermo Del Toro, Mirada Studios*)
- **Ghostbusters (2015)** – Car & Hardware 3D Designs (*Sony, PD: Jefferson Sage*)
- **Independence Day: Resurgence (2015)** – Art Department Concepts (*Fox, PD: Barry Chusid*)
- **The Lord of the Rings: The Fellowship of the Ring (2000) – Two Towers (2001)** Academy Award for Best Visual Effects (Matte Painting, concept design WETA Digital, *Dir: Peter Jackson*)*

SKILLS & SOFTWARE

- ✓ **Concept & Production Illustration** – Keyframes, Pitch Illustrations, Environment & Prop Design
- ✓ **3D Conceptual Design** – Hard Surface Modeling, Vehicles, Architecture
- ✓ **Art Direction & World Building** – Supervising Artists, Visual Development
- ✓ **Software:** ZBrush, KeyShot, Blender, Unreal Engine

INTERESTS

 **Music** (Guitar) |  **Cycling** |  **Creating Art & Filmmaking**

