

MAXIME STONGE

LIGHTING ARTIST

WORK EXPERIENCE

1. **Lighting Artist** (1 year)[2019-2020] @ FOLKS VFX
2. **Day Camp Counselor** (5 years)[2014-2018] @ La Ville de Chambly
3. **Science Teacher** (2 years)[2017-2018] @ Mad Science
4. **Graphic Designer** (1 year)[2016] @ Boxwell Marketing
5. **Self Employed Web Integrator** (4 years) [2016-2020] @ Mstonge & YeetWeb

DEC Techniques d'intégration
Multimédias (2013-2016)



BAC NAD VFX (2016-2019)



PROGRAMMING LANGUAGES

HTML	JS	CSS	JQUERY	PHP	SQL	BAT	CMS	PYTHON	AS
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KNOWN SOFTWARES



1
2
3

First Prize of *Chaos Média* 2016
with **Phase (VideoGame)**

Participated to Ubisoft 2017 Game Jam
with **Hungry, Hungry Polar Bears (VideoGame)**

Selected for Fantasia Festival Short films:
Fantastiques Week-Ends du Cinéma Québécois 2018
with **NewLook (Film)**