

FX TD/Artist with experience in creating effects and building efficient setups in Houdini.  
Skilled in shading, lighting and rendering FX elements as well as assembling pre-comps in Nuke.

## EXPERIENCE

- FuseFX** **Houdini FX Artist (August 2019 – Present)**  
Building reliable FX setups and deploying them into shots that require multiple FX elements  
TV shows include: *Castle Rock*, *Agents of S.H.I.E.L.D* and *The Orville*
- Luma Pictures** **Houdini FX Artist (April 2019 – June 2019)**  
Creating voxelization glitch and reveal effect for Cyclone character and drones in *Spider-Man: Far from Home*
- Ingenuity Studios** **Houdini FX TD (May 2018 – April 2019)**  
Creating FX setups that are efficient and reliable across multiple FX disciplines: Pyro, RBDs, grains, POPs, FLIP  
TV shows include: *Marvel's Runaways*, *Brooklyn Nine-Nine* and *Speechless*  
Music videos include: *Billie Eilish*, *Eminem* and *Tiesto*
- Zoic Studios** **Houdini FX Artist (April 2018 – May 2018)**  
Responsible for small-scale blood flowing simulation for an episode of *Legion*
- Ingenuity Studios** **Houdini FX Artist (August 2017 – April 2018)**  
Creating and rendering effects such as smoke, RBD and particle simulations for music videos of high-profile artists;  
*Taylor Swift*, *Maroon 5* and *Shawn Mendes*
- Gradient Effects** **Junior Houdini FX Artist (June 2017 – August 2017)**  
Responsible for all effects in a ship explosion shot including Pyro, FLIP and debris FX for the *The Last Ship*  
Render pass setup for FX elements and assembling slap comps in Nuke
- SideFX Software** **Visual Effects Intern (April 2016 – August 2016)**  
Creating water, fire, rigid body dynamics and cloth FX in Houdini for use as marketing content  
Working in a pipeline with a team of artists to produce completed shots

## SPECIALIZED SKILLS

|                     |                     |                      |
|---------------------|---------------------|----------------------|
| Pyro/Smoke          | VEX/VOPs/Python     | SOP Level FX         |
| Rigid Body Dynamics | Asset/Tool Creation | Compositing          |
| Particles/Grains    | Fluids              | Shading/Lighting     |
|                     |                     | Shotgun/Ftrack       |
|                     |                     | Linux                |
|                     |                     | Adobe Creative Suite |

## APPLICATIONS

|         |          |                      |
|---------|----------|----------------------|
| Houdini | Vray     | Shotgun/Ftrack       |
| NukeX   | Redshift | Linux                |
| Maya    | Arnold   | Adobe Creative Suite |

## AWARDS AND OTHER ACTIVITIES

- Savannah College of Art and Design, Visual Effects Tutor (September 2016 – May 2017)**  
Providing assistance for Houdini, Maya, NukeX, Python, Linux and Adobe Creative Suite
- ACM SIGGRAPH Student Chapter, SCAD Atlanta, Secretary (2014 – May 2016)**  
Coordinating with council members to arrange events for the chapter  
Composing and distributing meeting agendas, notices and reports
- Scholastic Award by Multimedia Development Corporation, Malaysia (2013 – Spring 2017)**  
Granted a full scholarship to pursue Bachelor of Fine Arts Degree at SCAD Atlanta

## EDUCATION

- Bachelor of Fine Arts in Visual Effects (2013 - 2017)**  
Savannah College of Art and Design, Atlanta, Georgia (3.97 GPA)