






CONTACT

 [Showreel](#)

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 florian.furrer.vfx@gmail.com

 Bern - Switzerland
(opent to relocation)

SOFTWARE

Houdini	<div><div></div></div>
Maya	<div><div></div></div>
Nuke	<div><div></div></div>
Mari	<div><div></div></div>
Speedtree	<div><div></div></div>
Zbrush	<div><div></div></div>
USD / solaris	<div><div></div></div>
Karma	<div><div></div></div>
Arnold	<div><div></div></div>
Vex	<div><div></div></div>
Python	<div><div></div></div>

SKILLS

Fast Learner
Problemsolving
organized
Teamwork
Reliable
Adaptable

LANGUAGES

German
Native

Englisch
Fluent

Italian
Intermediate

French
Intermediate

FLORIAN FURRER

ENVIRONNEMENT GENERALIST

SUMMARY

An Environment Artist with a strong generalist foundation, passionate about creating both stunning visuals as well as intuitive tools. Being both creative and technical, I can't get enough of exploring Houdini's procedural world.

EXPERIENCE

STUDENT AT PIXLVISN

04/2024 - 10/2025

Mystical Cave (Demoproject)

- Procedural rocks & buildings
- creating custom hda's to speedup workflow
- lighting / rendering (Solaris / Karma CPU)
- Compositing (using particle systems)

Abandonned City (Demoproject)

- Setdressing & scattering
- Procedural modelling of ground and buildings
- Lighting / rendering (Solaris / Karma CPU)
- Compositing (including 2.5D setextension)

Dying Dragon (Demoproject)

- Procedural modelling & Texturing
- Creating vegetation using Speedtree
- Dragon animation
- lighting / rendering (Solaris / Karma XPU)
- Compositing (including 2.5D cloud setup)

Class Supervisor

- Managing Instructor & Student Attendance
- Maintaining Classroom Environment
- Supporting Struggling Students

MECHANICAL ENGINEER

08/2018 - 03/2024

- Lead engineer in a international team

EDUCATION

PixlVisn Media Arts Accademy

April 2024 - October 2025

Focustrack: 3D Generalist

Mechanical Engineeneering Degree

August 2018 - Juli 2022