

## Abstract

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Professional FX TD with 5 years of Houdini experience and a background in Design and Technology

## Industry Experience

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Jan 2025 - Ongoing      FX Technical Director  
DNEG (Sydney) (continued)

- Templatized snowfall asset, pushed snow environment and sparks shots on *Play Dirty*
- Created Impact RBD, Particle, Pyro Dust and Sparks elements on *The Last Frontier*
- Contributed Pyro: Fire, Dust, Smoke; RBDs: glass, concrete, wood; Particles; Renderman lookdev on a magical asset & automation in 4 upcoming films

Jan 2023 - Jan 2025      Junior FX Technical Director  
DNEG (Sydney)

- Part of foundation team for George Miller's *Mad Max: Furiosa*, initial 10 employees
- Created a Sandstorm simulation asset: multiple layers of Ground and Sky Volumes, Sandsnakes and Windlips particulates. Ingest of massive sets in alembic and USD, collision prep, per-shot changes, batch-processed by myself and other FX TDs, wedged layers' renders in Mantra, slapcomps in Nuke, QC in Clarisse, for 3 sequences
- Templatized clustered Dust, Haze, Atmos simulations for up to ~15 000 crowd agents
- Choreographed glass and bullets RBD, moving Pyro Fire simulations in continuity
- RnD on Vehicle Trails and Rooster Tails: Dust, Sand, Gravel, Tire Marks simulations
- Limited Flip Oil iterations; Pyro Explosions, Heightfields and OTL contributions
- Created large-scale dust and vapour simulations for DNEG Vancouver *Bureau 749*
- Created sparks, muzzle flashes and smoke simulations for DNEG Mumbai on *Sky Force*

July 2021 - Oct 2022      Junior FX Artist  
Fin Design + Effects (Sydney)

- Templatized a layered cloth and an intricate set of hundreds of connected wires, cables, tubes, hardware parts simulations on *M3GAN* with Vellum. RnD on Oil, Muzzle Flashes, Scorch Marks, Electrical Discharges, made custom deformer solver
- Created assets of Sparks, Steam, Smoke, Flags, Heathaze, Rocket Exhaust Flames, Magical String on *Three Thousand Years of Longing*, *Interceptor*, *The Nevers Part 2*
- RnD: Water ripples on *Ticket to Paradise*, flamethrower on *The Curse of Bridge Hollow*
- Shaded and/or Rendered in Karma, Mantra, Redshift; Bashcomped in Nuke
- Buddy for an incoming Junior FX Artist, covered pipeline & best practices

## Education

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2020      Graduate Certificate in Animation and Visualisation  
Animal Logic Academy, University of Technology Sydney

- Houdini particle FX & Renderman RnD on animated paintings on short film *Spirit*
- Unity HDRP RnD for a real-time rendered project *Origin*
- Basic lookdev and farm submissions using Katana

2018 - 2021      Master of Interaction Design and Electronic Arts  
University of Sydney

- Project-based work with Arduino, Processing, Unity, Digital Fabrication
- Short-Term Exchanges at [KAIST](#) (Korea, 2018) and [Aalto](#) University (2021)
- Semester Exchange at [Parsons School of Design](#) in Design and Technology  
E.g. working with Unity VFX Graph, C# & OptiTrack mo-cap (USA, 2019)

2015 - 2018      Bachelor of Design Computing  
University of Sydney

- User-Centred Design driven project work in themes encompassing
- Exhibited a [projection mapping group-project](#) at [Vivid Sydney](#) (2015)
- 2 Semesters Exchange at [Ludwig-Maximilians Universität München](#) in Mediainformatics Human-Computer Interaction, CDTM (Germany, 2016-17)

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