Abstract

Driven by Passion for Emotion Evoking media. Specialised in procedural and simulated Houdini FX
Background encompasses Interaction Design, Media Informatics and Creative Technologies
Professional experience working as an FX and a CFX Artist on feature-length films

Industry Experience

July 2021 - Present
Junior FX Artist (Digital Artist)
Fin Design + Effects (Sydney)
- Houdini FX on Three Thousand Years of Longing and Interceptor
- Houdini Character FX (Vellum Cloth) on an upcoming feature film
- Created photoreal and stylized Vellum, Pyro, Particles, VDB setups
- Shaded/rendered in Redshift, Mantra, Karma; Nuke bashcomping
- Experience working in-studio and remote in a nuanced pipeline
- Houdini FX on upcoming feature films and an episodic show

Education

Jan - July 2020
Graduate Certificate in Animation and Visualisation
Faculty of Transdisciplinary Innovation, Animal Logic Academy
University of Technology Sydney
- Houdini particle FX, Renderman shading RnD on short film "Spirit"
- Worked in a studio of 40 artists on Autodesk shotgun pipeline
- Unity HDRP RnD for a real-time rendered project "Origin"
- Basic lookdev and farm submissions using Katana

Feb 2018 ~ Jul 2021
Master of Interaction Design and Electronic Arts
Faculty of Architecture, Design & Planning
University of Sydney

Jun - July 2021
Digital Business Master Class (Short-Term Exchange)
Aalto University (Hosted Virtually in Helsinki)

Jan - May 2019
Master of Fine Arts in Design and Technology (Exchange)
Parsons School of Design at The New School (New York)
- International Exchange Outbound Scholarship

July 2018
Industrial Design (Short-Term Exchange)
Korea Advanced Institute of Science and Technology (KAIST)
- Vice Chancellor's Global Mobility Scholarship

Mar 2015 - Nov 2018
Bachelor of Design Computing
Faculty of Architecture, Design & Planning
University of Sydney

Sep 2016 - Aug 2017
Master of Media Informatics (Exchange)
Media Informatics, Human-Computer Interaction Groups & CDTM
University of Munich (Ludwig-Maximilians-Universität München)
- Erasmus Plus Scholarship

Sep 2012 - May 2014
Class of Advanced Mathematics, Physics, Geography
High School I Dywizji Kościuszkowskiej (Piaseczno, Poland)

Accolades

Mar 2021
Iron Heart Winner for SideFX Mardini Daily Art Challenge

Oct 2020
Crit for Immersive Storytelling class students at Ateneo de Davao University

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Sep 2020	Delivered a remote lecture on Unity Visual Effect Graph for students of Immersive Storytelling class at Ateneo de Davao University
Jul 2020	Attained Global Citizenship Award at University of Sydney
Dec 2019	Exhibited at University of Sydney's Faculty of Architecture, Design and Planning Graduation Show: Reflection and AT - three different VFX, motion, voice and sound-activated experiences
Nov 2019	Speaker at University of Sydney's Disability Scholars Connect Event on "Decoding Mental Health through Assistive Technologies"
Oct 2019	Exhibited two Photography pieces at University of Sydney's Tin Sheds Gallery as part of "Departures" Exhibition
Sep 2019	Finalist in University of Sydney's Photography Society competition under the theme "Forward"
Nov 2017	Exhibited a Vivid Projection Mapping "I am Waterfall" and a VR Experience
July - Nov 2017	Co-organised and co-curated University of Sydney Faculty of Architecture, Design and Planning's Graduation Show
May 2015	Part of Vivid Sydney, co-created and exhibited a projection mapping piece "I Am Waterfall" showcased on University of Sydney's Quadrangle Building

Related Experience

2014 - 2021	Design Freelancer • Guitar School Website & Branding (2018) • Local Government Election Poster & Leaflet (2014)
Aug 2019 - Oct 2020	Designer and Executive Sydney Uni PhotoSoc (University of Sydney's Photographic Society) • Designed promotional materials for the society's events • Actively Participated in the organisation's decision-making process
Feb 2018 - Apr 2018	Assistant University of Sydney Union (USU) • Event Photographer for USYD Olympics • Membership Assistant during Orientation Week
Mar 2018	Casual Professional Staff University of Sydney • Assisted in packaging assembly of Design Kits
Apr 2017	Social Media Assistant Dorfbladt Olympic Village Magazine, Munich, Germany • Assisted with the magazine's Instagram account (MMO alias)
Nov 2016 - Aug 2017	Social Media Manager Grasausschuss Olympic Village, Munich, Germany • Managed social media accounts (usually aliased MMO) • Designed promotional materials • Co-organised community activation events • Photography and Video Documentation of Events and community -created artworks in traditional and 360 degrees formats

May 2015	Stocktaker Zhik, Sydney, Australia • Assisted with stocktaking the company's merchandise
Oct 2011 - Sep 2014	General Assistant Gospodarstwo ogrodnicze J. i Edwarda Kurzyk, Lesznowola, Poland • Assisted in management, logistics and sales of roses

Volunteering

Feb 2017	Assistant Fasching Olympialust Olympic Village Carnival, Munich, Germany • Photography and video documentation for promotional materials • Assistance at different venues split across a vast carnival complex • Assisted with bartending and general logistics • Assisted with security
Jun 2016	Student Volunteer Media Architecture Biennale, Sydney, Australia • Oversaw MAB's Gallery at Chatswood's The Concourse • Assisted Attendees on the event's final day

Organisations

Feb 2016 - Jun 2018	Broadcaster University of Sydney Radio Society Surg FM • Broadcasted an untitled TV Show themed Radio Show • Broadcasted a music-oriented Radio Show "Awry Perception"
Feb 2016 - Nov 2019	Member University of Sydney Metal Society • Wrote an article for "THE PIT" magazine on the music scene spanning across Poland, Australia and Germany

Skills

Applied Knowledge:	Skilled: Houdini, (Mantra, Karma, Renderman, Redshift), OptiTrack Motive, Unity, Photoshop, Lightroom, InDesign, Premiere Pro, Illustrator, Capture Limited: Katana, Blender, Maya, DaVinci Resolve, Figma, Rhino Skilled: VEX, Processing, Arduino (C), HTML & CSS Limited: C#, Python, PostgreSQL, Javascript
Fabrication Labs:	Applied Experience: Woodworking, Lasercutting, 3D Scanning, 3D Printing, Completed Induction: Silkscreening, Dying and Weaving, Risograph, CNC, Casting, Ceramics, Vacuum Forming, Vinyl Cutter, Spray Painting, Metallurgy
Languages:	Polish (Native), English (Proficient), German (B2.2), Korean (A1)
Hobbies:	Travelling - Visited 55 Countries, Music - listened to over 10000 artists, Ongoing love for film, tv shows, video games and narrative-driven media.
Additional Links:	Personal Repository: fuad.design/home FX Portfolio: fuad.design/w/VFX PDF Portfolio: fuad.design/Portfolio.pdf

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