

## Abstract

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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

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July 2021 - Ongoing Junior FX Artist (Digital Artist)  
Fin Design + Effects (Sydney)

- Houdini FX on *Three Thousand Years of Longing* and *Interceptor*
- Houdini FX RnD on *Ticket to Paradise* and *The Curse of Bridge Hollow*
- Houdini FX on an upcoming feature film and an episodic show
- Houdini Character FX (Vellum Cloth) hero shots on an upcoming feature film
- Created photoreal and stylized Vellum, Pyro, Particle, RBD, Fluid simulation setups
- Shaded and/or Rendered in Karma, Mantra, Redshift; Bashcomped in Nuke
- Experience working in-studio, remote in Australia and overseas in Poland
- Buddy for an incoming Junior FX Artist, covered pipeline & best practices

## Education

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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)

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Accolades		Experience cd.	
Mar 2021	Iron Heart Winner for SideFX Mardini Daily Art Challenge	Apr 2017	Social Media Assistant Dorfbldt Olympic Village Magazine, Munich, Germany • Assisted with the magazine's <a href="#">Instagram account</a> (MMO alias)
Oct 2020	Crit for Immersive Storytelling class students at Ateneo de Davao University	May 2015	Stocktaker Zhik, Sydney, Australia • Assisted with stocktaking the company's merchandise
Sep 2020	Delivered a remote lecture on Unity Visual Effect Graph for students of Immersive Storytelling class at Ateneo de Davao University	Oct 2011 - Sep 2014	General Assistant Gospodarstwo ogrodnicze J. i Edwarda Kurzyk, Lesznowola, Poland • Assisted in management, logistics and sales of roses
Jul 2020	Attained Global Citizenship Award at University of Sydney	Volunteering	
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	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
Nov 2019	Speaker at University of Sydney's Disability Scholars Connect Event on "Decoding Mental Health through Assistive Technologies"	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
Oct 2019	Exhibited two Photography pieces at University of Sydney's Tin Sheds Gallery as part of <a href="#">"Departures" Exhibition</a>	Organisations	
Sep 2019	Finalist in University of Sydney's Photography Society competition under the <a href="#">theme "Forward"</a>	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"
Nov 2017	Exhibited a Vivid Projection Mapping "I am Waterfall" and a VR Experience	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
July - Nov 2017	<a href="#">Co-organised and co-curated</a> University of Sydney Faculty of Architecture, Design and Planning's Graduation Show	Skills	
May 2015	Part of Vivid Sydney, co-created and exhibited a <a href="#">projection mapping piece</a> "I Am Waterfall" showcased on University of Sydney's Quadrangle Building	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
Related Experience		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
2014 - 2021	Design Freelancer • Guitar School Website & Branding ( <a href="#">2018</a> ) • Local Government Election Poster & Leaflet ( <a href="#">2014</a> )	Languages:	Polish (Native), English (Proficient), German (B2.2), Korean (A1)
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	Hobbies:	Travelling - <a href="#">Visited 55 Countries</a> , Music - <a href="#">listened to over 10000 artists</a> , Ongoing love for <a href="#">film, tv shows, video games</a> and narrative-driven media.
Feb 2018 - Apr 2018	Assistant University of Sydney Union (USU) • <a href="#">Event Photographer</a> for USYD Olympics • Membership Assistant during Orientation Week	Website:	<a href="#">fuad.design</a>
Mar 2018	Casual Professional Staff University of Sydney • Assisted in packaging assembly of Design Kits	Email:	<a href="#">contact@fuad.design</a>
Nov 2016 - Aug 2017	Social Media Manager Grasausschuss Olympic Village, Munich, Germany • Managed <a href="#">social media accounts</a> (usually aliasd 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	LinkedIn:	<a href="#">in/fuad-soudah</a>
		Mobile:	+61 451 781 334