

Abstract

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

Industry Experience

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

- 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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