Michael Santiago

FX ARTIST
Vancouver, Canada

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HOUDINI	MAYA	NUKE
Simulation, Procedural Modelling	Modelling, Animation	Compositing

Experience

Junior CG Generalist - Freelance
Aug 2022 - Present   Remote
Meteorite Online Solutions

Junior Compositor - Intern
July 2020 - Aug 2020   Remote
OnUP Productions

Education

Seneca College
2022   Toronto, Canada

Visual Effects for Film and Television

Vancouver Film School
2021   Vancouver, Canada

Foundations in Visual Art & Design

References Available Upon Request

Skills

HOUDINI

RBD, PYRO, VEX, Vellum, FLIP.
Procedural Modelling.
Lighting & Rendering.

NUKE

Compositing.
Deep, Projection, Clean-up.
Rotoscope, Keying.

MAYA

High/Low-Poly Modelling,
Animation.
Rigging.

SOFTWARE

Houdini, Nuke, Maya.
Substance Painter, Mari.
Shotgrid, Adobe Suite.

RENDERERs

Redshift.
Mantra.
Arnold.

ADDITIONAL SKILLS

Python, Basic C#.