





# DARA ANYA

H O U D I N I F X A R T I S T

## CONTACT


 (713)367-4871

 daraanya@gmail.com

 <https://vimeo.com/781365809>

 <https://www.linkedin.com/in/dara-anya/>

 <https://www.artstation.com/daraanya/>

 <https://github.com/dara-anya>

## SOFTWARE



Houdini



Maya



Unreal Engine



Nuke



iClone 8



Substance



Redshift



Photoshop

## PROGRAMS



Python



Java



HTML/  
CSS

## SKILLS

- FX: FLIP, Pyro, Vellum, RBD
- CFX: Muscles, Grooming
- KineFX: Rigging, Animating
- Motion Capture
- Lighting
- Compositing

## EXPERIENCE

### Houdini FX Artist

*Impossible Objects*

Mar 2023 - Mar 2023

- Created look and developed FX simulations for commercials
- Implemented feedback and delivered dailies punctually
- Collaborated with Head of Technology and VFX to update FTrack

### Motion Capture Clean-up Technician/ Animator

*Monkey Chow Animation Studios/Orlando Motion Capture*

Jul 2022 - Sept 2022

- Cleaned and animated mocap data in iClone 8
- Initialized motion capture Vicon system and marked actors
- Liaised with CEO and revised ShotGrid to deliver shots punctually

### Web Developer (fmr. Project Manager)

*Resicom, Inc.*

2018 - 2022

- Improved web design and updated project information
- Represented company at project/bid client meetings
- Archived and updated files for over six projects

### Quality Assurance Supervisor/ Compatibility Tester

*Aspyr Media, Inc.*

2016 - 2018

- Supervised certification sweeps for over three Triple-A games
- Conducted and pitched concepts at stand-up meetings
- Tested game functionality on combinations of hardware and software including, Linux, Steam OS, Windows, Android and Mac.

## EDUCATION

### Visual Effects Diploma

*The Digital Animation & Visual Effects School*

2022

### Bachelor of Science in Neuroscience | Cert. Computer Science

*University of Texas at Austin*

2012 - 2016