DARA ANYA

HOUDINI FX/TECHNICAL ARTIST

EXPERIENCE

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 marking actors
- Liaised with CEO and revising ShotGrid to deliver shots punctually

Web Developer (fmr. Project Manager)

Resicom, Inc.

2018 - present

- Improve web design and update project information
- Represent company at project/bid client meetings
- Archive and update 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

EDUCATION

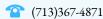
Visual Effects Diploma

The Digital Animation & Visual Effects School 2022

Bachelor of Science in Neuroscience | Cert. Computer Science

University of Texas at Austin 2012 - 2016

CONTACT



✓ daraanya@gmail.com

https://vimeo.com/781365809

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

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

https://github.com/dara-anya

SOFTWARE



Houdini



Unreal Engine



Nuke



Maya



iClone 8



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Redshift



Photoshop

PROGRAMS





Java



SKILLS

- FLIP Simulations
- Pyro Simulations
- Vellum Simulations
- Rigid Body Dynamics
- Grooming
- Muscle Systems
- Rigging
- Motion Capture
- Animating
- Compositing