





DARA ANYA

HOUDINI FX ARTIST

CONTACT


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 <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
- Rigging
- CFX: Muscles, Grooming
- Motion Capture
- Animating
- 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