

# CONTACT

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

https://github.com/dara-anya

## SOFTWARE





Unreal Engine



Maya



Nuke





Substance



Redshift



Photoshop

#### **PROGRAMS**





Java



#### **SKILLS**

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

# DARA ANYA

# HOUDINI FX ARTIST

FX artistry resonates with me as the coalescence of science and art; the appreciation of life and the imagination to extend beyond reality.

Let us wonder together.

#### **EXPERIENCE**

#### Houdini FX Artist

Spruce Digital
July 2023 - Sept. 2023

- Researched and Developed water FX for commercial
- Collaborated with Founders to implement client feedback and deliver deliverables punctually

# Houdini FX Artist

Impossible Objects Mar 2023 | May 2023

- Created vellum FX for shoe reveal in Merrell "Skyfire 2" commercial
- Researched and Developed water FX for beach scene in OnStar commercial
- 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/animated/ supervised 10+ mocap sequences in iClone 8 for Reallusion "Run for Your Life" pack
- Initialized motion capture Vicon system and marked actors
- Liaised with CEO and revised ShotGrid to deliver sequences punctually

#### Web Developer (fmr. Project Manager)

Resicom, Inc.

2018 - 2022

- Improved web design and updated project information
- Managed a \$300,000 City of Houston Clearing and Grubbing project
- Archived and updated files for over six projects

## **EDUCATION**

# Visual Effects Diploma | Above and Beyond Award

The Digital Animation & Visual Effects School 2022

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

University of Texas at Austin 2012 - 2016