DARA ANYA

HOUDINI FX / TECHNICAL ARTIST

CONTACT

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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   Substance

Redshift   Photoshop

PROGRAMS

Python   Java

HTML/ CSS

SKILLS

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

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