



Felipe Amaya

Effects Artist

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Work Experience

Savannah College of Art and Design

CRLA Certified Peer Tutor

I currently tutor peer graduate and undergraduate students in different subjects, from artistic skills to technical abilities.

June 2018 - Present

Freelance

CG Generalist and Graphic Designer

I provided my services as a freelance artist to different clients in need of 3D work or design solutions for diverse projects.

July 2017 - December 2018

VRAM FX Inc.

CG Generalist and Graphic Designer

I worked directly under the main VFX supervisor to creatively solve artistic and technical challenges that different commercial projects presented.

March 2016 - March 2017

New York Film Academy

3D Animation Summer Camp Instructor

I worked on building soft and hard skills with students to deliver the work required and fulfill the vision they had for their projects.

June - August 2016

UI/UX and Graphic Design Instructor

I designed and imparted a course on design principles and user experience.

October - November 2016

Fondo Nacional del Ahorro

Art Director and Graphic Designer

I lead a team of interdisciplinary designers and advertisement professionals to create advertising campaigns and miscellaneous communications for this company.

December 2011 - April 2013

January 2014 - December 2014

Education

Graduate

Savannah College of Art and Design

Master of Fine Arts in Visual Effects
2019 - present (Expected graduation, Fall 2021)

Other

New York Film Academy

3D Animation Conservatory
2015 - 2016

Undergraduate

Universidad Jorge Tadeo Lozano

Bachelor's Degree in Graphic Design
2006 - 2010

Achievements

Abducting the Car

SideFX's Houdini Hive Education Edition

Speaker on FX process for a mock car commercial sequence for a mentored academic project with The Mill NYC

November 2020

"Técnica Visual"

8vo. Encuentro de Investigación en Diseño

Universidad Santo Tomás

Master Class Speaker on visual effects pipeline and production

October 2020

Electron Microscope

RenderMan's Tutorials Website

Tutorial on non-photorealistic shading with RenderMan for Houdini

September 2019 - present

Ravage Animated Short Film

SIGGRAPH's New York City Metro CAF 2016

Participation and Nomination

September 2016

New York Film Academy Blog

Online publication and Interview

September 2016

Peppersoul Online Magazine

Online Publication and Highlight

December 2016

Lights Animated Short Film

SIGGRAPH's New York City Metro CAF 2015

Participation and Nomination

September 2016

New York Film Academy Blog

Online publication and Interview

September 2015

Bacanika Magazine

Online Video Selection

December 2016

Scholarships (Academic Honors, Student Incentive, and SCAD Achievement Graduate)

Savannah College of Art and Design

January 2019 - present

Skills

Soft

- Creative
- Problem-solving
- Leader
- Resourceful
- Time Management
- Organized
- Teamwork
- Curious

Hard

- Procedural Modeling
- Procedural Effects
- Dynamic Effects
- VEX scripting language
- Lighting
- Texturing
- Rigging

