



# Felipe Amaya

## Effects Artist

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## Work Experience

### The Artery NYC

#### Houdini Generalist Intern

I currently work as an artist producing a variety of procedural solutions and dynamics effects to creative projects within the studio.

Jan 2021 - Present

### Savannah College of Art and Design

#### CRLA Certified Peer Tutor

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

June 2019 - Dec 2020

### 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

## 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

### Technical

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

