felipeamaya

FX TD | Procedural Artist

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- vimeo.com/felipeamayaq
- linkedin.com/in/felipeamayaq

Education

Graduate
Savannah College of Art and Design
Master of Fine Arts in Visual Effects
2019 - 2021

Other
New York Film Academy
3D Animation Conservatory
2015 -2016

Undergraduate
Universidad Jorge Tadeo Lozano
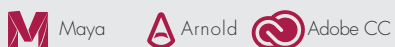Bachelor's Degree in Graphic Design
2006 - 2010

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

- Houdini
- Redshift
- Nuke
- Maya
- Arnold
- Adobe CC

Work Experience

FuseFX
FX Artist
I work as a technical artist developing procedural and dynamic setups for FX in episodic projects for streaming and television.
January 2022 - Present

The Artery NYC
Houdini Generalist Intern
I worked as an artist producing a variety of procedural solutions and dynamics effects to creative projects within the studio.
Jan 2021 - March 2021

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

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

Scholarships (Academic Honors, Student Incentive, and SCAD Achievement Graduate)
Savannah College of Art and Design
January 2019 - 2021

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