JAMES ROBINSON

FX TD

CONTACT

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EDUCATION

Gnomon School of Visual Effects
Los Angeles, California

2-Year Digital Production program. Focus in Effects Animation.

2015 - 2017

EXPERIENCE

Weta Digital
Sept 2021 - Present

FX TD
Simulated FX elements for a feature film.

The Mill
Nov 2017 - Sept 2021

FX TD
Developed various FX rigs and finaled shots for high quality VFX commercials. Responsible for simulating and often shading/rendering of FX elements. Created tools and workflows using a variety of applications, including Houdini and Python, in order to make better, more efficient use of artist time.

Gnomon
Jan 2021 - Oct 2021

Instructor - Houdini 4
Designed and implemented curriculum for a project-based Houdini course. Presented lectures and demos focused on common production techniques, as well as customized setups and demos tailored to topics relevant to the students' projects.

Ingenuity Studios
Oct - Nov 2017

Pipeline TD / FX TD
Began implementation of new pipeline tracking software (ftrack) and created various Houdini tools.

Method Studios
Jul - Sept 2017

FX Intern
Shadowed and learned from Senior FX Artists. Created particle FX for a commercial.

SOFTWARE

Houdini	Nuke
Arnold	Mantra
Maya	V-Ray
Redshift	Mari
Cinema 4D	Linux

SKILLS

FX Animation & Simulation	Python	Optimization
Procedural Animation	PySide / PyQt	Data Management
Lighting, Rendering & Compositing	MEL	Troubleshooting
		Leadership