

## Abstract

Driven by Passion for Emotion Evoking media. Specialised in procedural and simulated Houdini FX  
Background encompasses Interaction Design, Media Informatics and Creative Technologies  
Professional experience working as an FX and a CFX Artist on feature-length films

## Industry Experience

Jan 2023 - Ongoing Junior FX Technical Director  
Double Negative (Sydney)

July 2021 - Oct 2022 Junior FX Artist (Digital Artist)  
Fin Design + Effects (Sydney)

- Houdini FX and Character FX (Vellum Cloth) on *M3GAN*
- Houdini FX on *Three Thousand Years of Longing* and *Interceptor*
- Houdini FX RnD on *Ticket to Paradise* and *The Curse of Bridge Hollow*
- Houdini FX on an upcoming episodic show
- Created photoreal and stylized Vellum, Pyro, Particle, RBD, Fluid simulation setups
- Shaded and/or Rendered in Karma, Mantra, Redshift; Bashcomped in Nuke
- Experience working in-studio, remote in Australia and overseas in Poland
- Buddy for an incoming Junior FX Artist, covered pipeline & best practices

## Education

2020 Graduate Certificate in Animation and Visualisation  
Animal Logic Academy, University of Technology Sydney

- Houdini particle FX, Renderman shading RnD on short film *Spirit*
- Worked in a studio of 40 artists on Autodesk shotgun pipeline
- Unity HDRP RnD for a real-time rendered project *Origin*
- Basic lookdev and farm submissions using Katana

2018 - 2021 Master of Interaction Design and Electronic Arts  
University of Sydney

- Project-based work with Arduino, Processing, Unity, Digital Fabrication in E.g. Assistive Technologies, Digital Placemaking, Quantified Self
- Short-Term Exchanges at [KAIST](#) (Korea, 2018) and [Aalto University](#) (2021)
- Semester Exchange at [Parsons School of Design](#) in Design and Technology E.g. working with Unity VFX Graph, C# & OptiTrack mo-cap (USA, 2019)

2015 - 2018 Bachelor of Design Computing  
University of Sydney

- User-Centred Design driven project work in themes encompassing E.g. Show Curation, Machine Learning, Medical Devices
- Exhibited a [projection mapping group-project](#) at *Vivid Sydney* (2015)
- 2 Semesters Exchange at [Ludwig-Maximilians Universität München](#) in Mediainformatics Human-Computer Interaction, CDTM (Germany, 2016-17)

## Skills

- Developed simulation setups for layered Cloth, Wires, Smoke, Fire, Oil, Sparks, Bolts
- Optimized setups to work across all possible shots, allowing per-shot modifications
- Intermediate VEX knowledge, array and vector operations used also at solver level
- Experience with Solaris, setting up LOPs networks to deliver render passes for review
- Liaised between departments: Lighting, Compositing, Matchmove to deliver viable assets
- Worked with company custom pipeline and production tools as well as Autodesk Shotgun

Languages: Polish (Native), English (Proficient), German (B2.2)

Hobbies: Travelling - [Visited 55 Countries](#), consumption of [narrative-driven media](#).

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References: Upon Request