

Reel	www.elanalederman.com	Objective	Seeking a position as a Houdini artist.
Education	School of Visual Arts <i>BFA in Computer Animation and Visual Effects</i>	Washington University in St. Louis <i>BS in Mechanical Engineering, Minor in Visual Arts</i>	
Software	Houdini, Maya, 3ds Max, Zbrush, Nuke, After Effects, Arnold, Mantra, V-Ray, 3DEqualizer, Marvelous Designer, RealFlow, Photoshop, Mudbox, Premiere, and more.		
Awards	Annie Award Nominee (2023) for <i>Best FX – TV / Media</i>		
Experience	Pixar, Remote <i>Effects Technical Director, 2022-2023</i> <ul style="list-style-type: none">• Simulated flamethrowers for the episode “Road Rumlbers” from the series <i>Cars on the Road</i>. My work on this episode was nominated for an Annie Award for <i>Best FX – TV / Media</i> in 2023.• Simulated mulch flying out from under the cars’ wheels using RBDs in Houdini in <i>Cars on the Road</i>.• Designed and created edge interaction elements for ghost cars passing through objects in <i>Cars on the Road</i>. These elements included both procedural geometry and smoke simulations.• Simulated bubbles, drips, steam, splashes, and wetmaps for the water character Wade in the upcoming film <i>Elemental</i>. Walt Disney Animation Studio, Remote <i>Effects Animator, 2021</i> <ul style="list-style-type: none">• Simulated the Casita’s build magic using particles and procedural mattes for <i>Encanto</i> using Houdini.• Simulated Bruno’s sand vision magic using particles and fluid simulations for <i>Encanto</i>.• Developed and utilized a rig to simulate sand grains being poured from a bucket for <i>Encanto</i>.• Simulated destruction of the Casita in <i>Encanto</i>. This involved simulating animated tiles breaking off and flying into different objects, triggering further RBD elements. Smoke and debris were then layered into the simulation.• Developed and used a confetti rig for the “Surface Pressure” song sequence in <i>Encanto</i>.• Simulated steam coming off of arepas cooking on a griddle using Houdini.• Simulated Abuela’s candle magic using particles in <i>Encanto</i>.• Simulated coffee pour into a mug and then rippling as the mug is taken away for the teaser trailer for <i>Encanto</i>. Steelworks, Remote <i>Houdini FX Freelancer, 2020</i> <ul style="list-style-type: none">• Animated ribbon transitions for a United Healthcare advertising campaign using Houdini. Hornet, Remote <i>Houdini FX Freelancer, 2020</i> <ul style="list-style-type: none">• Simulated smokey dust kick-up for a Mr. Potato Head McDonald’s commercial using Houdini. Walt Disney Animation Studio, Los Angeles, CA <i>Effects Animator, Effects Apprentice, Effects Trainee, 2018-2019</i> <ul style="list-style-type: none">• Developed and utilized a rig for forest ground destruction in Houdini for <i>Frozen 2</i>. This rig used the Matterhorn tool-set for destruction and included XGen vegetation interaction. Shading and rendering were done in Hyperion.• Designed, modeled, and simulated some of Elsa’s ice and magic using Houdini for <i>Frozen 2</i>. I procedurally modeled the ice geometry, then animated it using procedural growth, smoke and particle elements, and finally destroyed it with a shatter simulation. Shading and rendering were done in Hyperion.• Simulated smoke elements for cold breath in <i>Frozen 2</i>.• Simulated particle and smoke “diamond dust” elements from the frozen Nokk in <i>Frozen 2</i> using Houdini.• Simulated snow interaction using Vellum Grains for the short film <i>Once Upon A Snowman</i> in Houdini. This included characters walking through small layers of snow and characters plowing large troughs through deep snow. Alkemy X, New York, NY <i>Houdini FX Freelancer, 2018</i> <ul style="list-style-type: none">• Simulated a shattering phone booth window using Houdini for the show <i>Blindspot</i>.• Simulated blood and shattering glass using Houdini for the shows <i>Blindspot</i> and for the film <i>The Kitchen</i>.• Simulated magic light orbs for the show <i>The Gifted</i>.• Simulated flocking particles for Hogwarts letters for a Harry Potter Hogwarts Mystery commercial. Brainstorm Digital, New York, NY <i>CG Artist, 2017-2018</i> <ul style="list-style-type: none">• Simulated falling, congealed blood using FLIP Fluids in Houdini for the film <i>Papillon</i>.• Simulated bubble trails using particles in Houdini and Maya for the film <i>Papillon</i>.• Simulated falling snow using particles in Houdini for the film <i>The Greatest Showman</i>.• Simulated coins falling out of a broken piggy bank using rigid-body dynamics in Houdini for <i>The Greatest Showman</i>.• Simulated rain and ground splashes / interactions using Houdini for the films <i>Papillon</i> and <i>A Rainy Day in New York</i>.• Simulated a window shattered by bullets in Houdini for the film <i>Clover</i>.• Simulated photo-real fireworks exploding in a room using Houdini for the film <i>Luce</i>.• Animated, shaded, and rendered a CG fly in Maya for the film <i>Hereditary</i>.		

Vayner Media Productions, New York, NY

Houdini FX and Nuke Compositing Freelancer, 2017

- Simulated falling candies using a rigid body dynamic system in Houdini.
- Simulated a candy spray and sugar coating using particles in Houdini.
- Composited 3D rendered candies and characters into live-action footage using Nuke.
- Composited multiple sand elements together to show a pile of sand forming on the ground, then turning into a tropical island, using Nuke.

Alkemy X, New York, NY

Houdini FX Freelancer, 2016-2017

- Instanced plant geometry using Houdini and Mantra for compositing onto farm fields for the film *All Saints*.
- Created foot splash and rain splash elements for the film *All Saints* using Houdini and Mantra.
- Created blood splatter elements for the television show *Power* using Houdini and Mantra.
- Simulated multiple abstract elements to create an energy ball using particles, particle advection from smoke, and geometry manipulation using Houdini.
- Created smoke and spark elements for the television show *Time After Time* using Houdini.

Additional Work: The Mill, PowerHouse VFX, Pig Apple, Revolution, Los York, The Molecule, Hornet, Blacksmith, Taylor James, Smoke & Mirrors, BioDigital, Women Make Movies, Proctor & Gamble, Raytheon Missile Systems.