

<b>Reel</b>	www.elanalederman.com	<b>Objective</b>	Seeking a position as a Houdini artist.
<b>Education</b>	<b>School of Visual Arts</b> <i>BFA in Computer Animation and Visual Effects</i>	<b>Washington University in St. Louis</b> <i>BS in Mechanical Engineering, Minor in Visual Arts</i>	
<b>Software</b>	Houdini, Maya, 3ds Max, Zbrush, Nuke, After Effects, Arnold, Mantra, V-Ray, 3DEqualizer, Marvelous Designer, RealFlow, Photoshop, Mudbox, Premiere, and more.		
<b>Awards</b>	Annie Award Nominee (2023) for <i>Best FX – TV / Media</i>		
<b>Experience</b>	<b>Walt Disney Animation Studio</b> , Remote <i>Effects Animator, 2023</i> <ul style="list-style-type: none"><li>• Simulated particle star dust for the upcoming film <i>Wish</i>.</li><li>• Designed and procedurally created mirror magic for the upcoming film <i>Wish</i>.</li></ul> <b>Pixar</b> , Remote <i>Effects Technical Director, 2022-2023</i> <ul style="list-style-type: none"><li>• 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.</li><li>• Simulated mulch flying out from under the cars’ wheels using RBDs in Houdini in <i>Cars on the Road</i>.</li><li>• 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.</li><li>• I simulated, edited, and cleaned up the complex water rig for the character Wade in the film <i>Elemental</i>. This complicated rig connected multiple fluid, particles, volume, material, and geometry setups, taking in Wade’s animation and adding his hair waves, bubbles, splashes, refraction, jiggle, and much more.</li><li>• Simulated bubble boiling effects using particles for Wade in <i>Elemental</i>. I also procedurally generated roiling surface effects that blended into the normal body simulations for Wade, and simulated steam coming off the moving surfaces.</li><li>• Simulated sweat droplets, water drips, and splashes flying off Wade’s body in <i>Elemental</i>. I then created associated wet maps for collision objects.</li><li>• Simulated bubbles bursting out of Wade’s head and the associated water splashes using particles in <i>Elemental</i>.</li></ul> <b>Walt Disney Animation Studio</b> , Remote <i>Effects Animator, 2021</i> <ul style="list-style-type: none"><li>• Simulated the Casita’s build magic using particles and procedural mattes for <i>Encanto</i> using Houdini.</li><li>• Simulated Bruno’s sand vision magic using particles and fluid simulations for <i>Encanto</i>.</li><li>• Developed and utilized a rig to simulate sand grains being poured from a bucket for <i>Encanto</i>.</li><li>• 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.</li><li>• Developed and used a confetti rig for the “Surface Pressure” song sequence in <i>Encanto</i>.</li><li>• Simulated steam coming off of arepas cooking on a griddle using Houdini.</li><li>• Simulated Abuela’s candle magic using particles in <i>Encanto</i>.</li><li>• Simulated coffee pour into a mug and then rippling as the mug is taken away for the teaser trailer for <i>Encanto</i>.</li></ul> <b>Steelworks</b> , Remote <i>Houdini FX Freelancer, 2020</i> <ul style="list-style-type: none"><li>• Animated ribbon transitions for a United Healthcare advertising campaign using Houdini.</li></ul> <b>Hornet</b> , Remote <i>Houdini FX Freelancer, 2020</i> <ul style="list-style-type: none"><li>• Simulated smokey dust kick-up for a Mr. Potato Head McDonald’s commercial using Houdini.</li></ul> <b>Walt Disney Animation Studio</b> , Los Angeles, CA <i>Effects Animator, Effects Apprentice, Effects Trainee, 2018-2019</i> <ul style="list-style-type: none"><li>• 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.</li><li>• 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.</li><li>• Simulated smoke elements for cold breath in <i>Frozen 2</i>.</li><li>• Simulated particle and smoke “diamond dust” elements from the frozen Nokk in <i>Frozen 2</i> using Houdini.</li><li>• 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.</li></ul> <b>Alkemy X</b> , New York, NY <i>Houdini FX Freelancer, 2018</i> <ul style="list-style-type: none"><li>• Simulated a shattering phone booth window using Houdini for the show <i>Blindspot</i>.</li><li>• Simulated blood and shattering glass using Houdini for the shows <i>Blindspot</i> and for the film <i>The Kitchen</i>.</li><li>• Simulated magic light orbs for the show <i>The Gifted</i>.</li><li>• Simulated flocking particles for Hogwarts letters for a Harry Potter Hogwarts Mystery commercial.</li></ul>		

**Brainstorm Digital**, New York, NY

*CG Artist, 2017-2018*

- Simulated falling, congealed blood using FLIP Fluids in Houdini for the film *Papillon*.
- Simulated bubble trails using particles in Houdini and Maya for the film *Papillon*.
- Simulated falling snow using particles in Houdini for the film *The Greatest Showman*.
- Simulated coins falling out of a broken piggy bank using rigid-body dynamics in Houdini for *The Greatest Showman*.
- Simulated rain and ground splashes / interactions using Houdini for the films *Papillon* and *A Rainy Day in New York*.
- Simulated a window shattered by bullets in Houdini for the film *Clover*.
- Simulated photo-real fireworks exploding in a room using Houdini for the film *Luce*.
- Animated, shaded, and rendered a CG fly in Maya for the film *Hereditary*.

**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.