

Reel	www.elanalederman.com	Objective	Seeking a position as an Effects 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>	
Skills	Houdini, Maya, 3ds Max, Zbrush, Nuke, After Effects, VEX, C, Python, Linux / Unix, Shell. Hyperion, Arnold, Mantra, V-Ray, 3DEqualizer, Marvelous Designer, RealFlow, Photoshop, Mudbox, Premiere, and more.		
Experience	The Mill, Houdini FX Freelancer, 2020 <ul style="list-style-type: none">• Simulated elegant, gold pixie dust for two upcoming commercials. Chocolate truffles emitted pixie dust which flew throughout the sequences, connecting characters and environments with holiday spirit. Steelworks, Houdini FX Freelancer, 2020 <ul style="list-style-type: none">• Animated ribbon transitions for United Healthcare advertising campaigns using Houdini. Hornet, Houdini FX Freelancer, 2020 <ul style="list-style-type: none">• Simulated smoke and dust kick-up for a Mr. Potato Head McDonald's commercial using Houdini. PowerHouse VFX, CG Generalist Freelancer, 2020 <ul style="list-style-type: none">• Storyboarded and timed an animated sequence traveling through a mechanical contraption.• Created camera layouts and animations corresponding to my storyboards using Maya.• Simulated bubbles and ice growth effects using Houdini. Walt Disney Animation Studio, Effects Artist, Effects Apprentice, Effects Trainee, 2018-2019 <ul style="list-style-type: none">• Developed and utilized a rig for forest ground destruction in Houdini for Frozen 2. 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 Frozen 2. 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 and rendered smoke elements for cold breath in Frozen 2.• Simulated and rendered particle and smoke "diamond dust" elements from the frozen Nokk in Frozen 2 using Houdini.• Simulated and rendered snow interaction using Vellum Grains in Houdini for the short film Once Upon A Snowman. This included characters walking through small layers of snow and plowing large troughs through deep snow. Alkemy X, Houdini FX Freelancer, 2018 <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, CG Artist, 2017-2018 <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, Houdini FX and Nuke Compositing Freelancer, 2017 <ul style="list-style-type: none">• Simulated falling candies using a rigid body dynamic system in Houdini.• Simulated a candy spray and sugar coating using particles in Houdini.• Composited sand elements to show a pile of sand forming and then turning into a tropical island using Nuke. Alkemy X, Houdini FX Freelancer, 2016-2017 <ul style="list-style-type: none">• Instanced plant geometry using Houdini and Mantra for compositing onto farm fields for the film <i>All Saints</i>.• Created foot splash and rain splash elements for the film <i>All Saints</i> using Houdini and Mantra.• Created blood splatter elements for the television show <i>Power</i> using Houdini and Mantra.• Simulated an energy ball using particles, particle advection from smoke, and geometry manipulation using Houdini.• Created smoke and spark elements for the television show <i>Time After Time</i> using Houdini. Additional Work: Silver Spoon, Pig Apple, Revolution, Los York, The Molecule, Hornet, Blacksmith, Taylor James, Smoke & Mirrors, BioDigital, Women Make Movies, Proctor & Gamble, Raytheon Missile Systems.		