

Nathan Vandervoort

Effects TD

Contact

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Socials

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About

I'm an FX TD based in Los Angeles with a passion for learning and creating new things! I love the technology thats present in CGI!

Application of skills

Dynamic Simulations

- Created a plethora of FX shots utilizing various softwares and simulation solvers.
- Designed and created custom solvers in Houdini with Vex and Python.
- A strong ability to create dynamic motion WITHOUT using simulations.

Scripting (Python / Vex)

- Designed and created a distributed rendering and simulation system and educated my peers in its use.
- Created various Houdini HDAs to improve workflows in Houdini and solaris.
- Created a particle solver application using pyQT and numpy.

Leadership

- President of the VFX / Tech art club at Gnomon
- Directed and led a group film project.
- Gave demos on a multitude of technical topics in front of my peers.

Education

Gnomon school of VFX

Hollywood, CA
BFA in Visual Effects specializing in effects and Pipeline
Oct 2021 - Present

Awards/ Recognition

Best of Term award

Received a Best Of Term award at Gnomon in the category of tool development for my distributed rendering and simulation system

President of VFX/ Tech Art club

Was asked to be president of the VFX club and took charge in rebranding the club to include tech art. Under my leadership the club saw a massive increase in attendance and events.

Skills

- FX / Simulations
- Procedural Modeling
- Procedural Animation
- Lighting, Rendering & Compositing
- Python
- Vex
- Mel
- Problem Solving
- Leadership
- Communication
- Learning
- Optimization
- Universal Scene Description
- Data Management

Software

- Maya
- Houdini
- Blender
- Substance Painter
- Substance Designer
- Houdini Engine
- Nuke
- Karma
- Redshift
- V-ray
- Arnold