HERNANDEZ
FX ARTIST

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Hey! I'm Ian Hernandez, I am an FX artist with a passion for film and games. I have a background in animation that mixes well with my skills with Houdini. Throughout my years of experience, I've adopted various disciplines into my workflow to help create the most clear, yet functional tools for artists in the fastest way possible. Blending my artistry and technical dexterity, along with my puzzle-solving aptitudes, I can be the ideal candidate to help your team grow in the right direction, whilst helping create a fun and friendly environment around me!

SKILLS

HARD
- SIMULATION / Pyro, RBD, FLIP, cloth, particles
- LIGHTING / Scene illumination
- COMPOSITING / Keying, color match, 3D integration, camera projection
- PROGRAMING / VEX
- WEBSITE DEVELOPMENT / HTML, CSS
- OTHER TECHNICAL SKILLS / Shotgun, Tractor, Adobe suite, Office suite

SOFT
- COMUNICATION / Team worker, organization, transparency, reliability
- CREATIVITY / Problem solving, ambitious, motivated
- ADAPTABILITY / Prioritization, decision making
- GROWTH MINDSET / Willingness to learn, open to feedback

SOFTWARE USED

- HOUDINI / Solaris, HDA creation
- MAYA / Modeling
- ZBRUSH / Sculpting, texturing
- SUBSTANCE PAINTER / Texturing
- MARI / Texturing
- NUKE / Compositing
- DAVINCI RESOLVE / Color correction
- RENDER ENGINES / Karma, Mantra, Redshift, V-ray, Arnold, Octane

LANGUAGES

- SPANISH / Native
- ENGLISH / Fluent
- FRENCH / Conversational

EXPERIENCE

2022-2022 — MR. X / MPC
FX ARTIST
- Creation, optimization, and implementation of Houdini setups for film production.
- Work alongside other departments to achieve the desired look & feel.
- Render and slap comp of shots for review.
- Attend dailies to receive and discuss feedback from the VFX supervisor.

2018-2019 — OUTCOM
ANIMATOR
- Video editing and color correction.
- Character modeling, rigging, and animation (3D and 2D)
- Collaboration with designers and leaders to create motion graphics for internal enterprise use (educational and preventive content)

2017-2018 — AURIS ESTRATEGIA Y COMUNICACIÓN
DIGITAL CONTENT CREATOR
- Digital content creation for social media.
- Video editing, photo manipulation, presentation designs, and result delivery.

Open Availability — FREELANCE
COLLABORATOR
- FX creation
- Music video
- Cover art
- Illustration
- Poster Design

EDUCATION

2022-2022 — TECHNICOLOR ACADEMY
FX TRAINING
- Training for FLIP fluid creation.
- 4 proyects over the course of 2 months.

2019-2020 — VANARTS
VISUAL FX FOR FILM AND TV
- Visual effects training
- Various 3D and comp disciplines
- Specialized in FX creation with self-made Houdini setups

2015-2018 — SAE INSTITUTE
BACHELOR'S DEGREE
- Interactive animation
- Multiple disciplines like 2D and 3D animation, VFX, photography, production management

MIDDLESEX UNIVERSITY
BACHELOR'S DEGREE
- Double diploma in Interactive anmiation.

OTHER MENTIONS

- PANAM ANIM / motion design nomination
- MIDDLESEX UNIVERSITY / First class honors
- VANARTS / Diploma with honors