

WORK EXPERIENCE

Houdini FXTD/Artist

Boxel Studios

December 2022 - July 2023 | Mexico

- Layout and creation of FX elements for the TV Shows Superman and Lois Season 3, TwistedMetal Season 1.
- Houdini HDA tools for cache and rendering pipeline.

Houdini FXTD/Artist

Wildlife Game Studios

July 2022 - December 2022 | Sao Paulo, Brazil

- Creation of FX for game mobile Ads and cinematics.
- Houdini HDA tools using Python to create custom FX and pipeline.
- Houdini Engine tools for Unreal Engine integration.

TechArt Houdini/Unity

Insane Game Studios

February 2022 - June 2022 | Sao Paulo, Brazil

- Houdini procedural assets for environment population.
- Realtime VFX for a Game Project called Profane.
- Development of UI components and tools for Unity UItoolkit in C#.
- Creation of VFX for UI Components.

Houdini FXTD/Artist

Casablanca Animation

September 2018 - February 2022 | Sao Paulo, Brazil

- FX creation for TV Novels and TV Series.
- Creating Python scripts for R&D in Deadline and Shotgrid development.

FX Artist/3D Modeling

AtomoVFX

September 2014 - August 2016 | Sao Paulo, Brazil

- 3D modeling, texture and lookDev assets for advertisement.
- Creation of FX for Advertisement.
- Python Scripting for Maya/Houdini tasks.

3D Artist

O2Filmes

March 2009 - November 2011 | Sao Paulo, Brazil

- 3D modeling, texture and lookdev assets for the Movies, Chico Xavier, Vips, Xingu.
- Crowd Simulation using Massive Software.

Wanderson Pereira

Houdini FXTD/Artist

✉ wandersonp@gmail.com

☎ +55 11 94360-8020

📍 Cotia-SP, Brazil

🌐 [linkedin.com/in/wandersonfx](https://www.linkedin.com/in/wandersonfx)

🌐 www.wandersonfx.com

OBJECTIVE

My professional goal as FXTD/Artist is to combine my passion for programming with my expertise in Houdini to create and improve visual effects in Movies, TV series and Games. As a technical artist specializing in Houdini, I am committed to contributing to the visual storytelling of entertainment projects, bringing them to life with captivating, realistic special effects.

EDUCATION

Bachelor of Science

System Information

Estacio University

📅 January 2011 - December 2016

📍 Cotia-SP, Brazil

CG TOOLS

Houdini, Redshift3d, Maya, Nuke, After Effects, Photoshop, Unreal Engine, Unity Engine, Visual Studio Code

DEV TOOLS

Python, C++, C#, VEX, QT Framework, Git, HLSL/GLSL