

PROFESSIONAL BACKGROUND:

During my inspiring work as an artist I tend to bring my best of imagination to work, being timely in attendance, dependable and a team player.

- Passionate about visualizing an idea,
Combining new media technology and the power of mathematics to achieve it.
- Specialized in 3D Spacial Effects, Lighting, Rendering, Pre-Comp / Compositing.
- Objective To Work in a environment that would best utilize and challenge my skills as a Visual Effects Artist, both on the technical side and the artistic side.

GENERAL SKILLS:

- All-round knowledge of Houdini, XSI, Nuke, After Effects, Photoshop.
- R&D Houdini's Digital-Assets and tools for production needs.
- Python and Hscript scripting knowledge.
- Camera Tracking and Match moving.
- Life Drawing and painter.

EMPLOYMENT HISTORY:

- Nov. 2009: Digital Effects Artist | Freelance , Toronto.
Creating digital Wine simulations, and Daynamic particles animation.
- June. 2009- Oct. 2009: Technical Director | Effects Artist Internship with Side Effects Software, Toronto.
Testing new Fluids "Pyro" tools for Houdini 10.5, Python & Hscript programing, Test Houdini assets on farm, provide feedback for the developers, Testing Hque Cloud with multi pass Rendering and volumetric simulations - distribution. Testing efficiency and submit RFE's for "Hque" and computer clouding, Troubleshot IFD files, VEX shade Compiling, R&D of Digital Assets/OTL's in Houdini for project needs, Concept Art, Story-boarding, Procedural Modeling.
- Oct. 2008- May. 2009: Houdini FX Artist | Freelance computer service for several companies.
Particles effects animation for a Stereoscopic project, VFX works for a Music video clip.
Creating Visuals based on sound, audio forms translated to particle behaviors in 3D.
- Jan. 2006- Jan. 2008: 3D Artist Generalist | JCS, Tel Aviv.
Includes projects: Lead commercials for TV, Panoramic IAI's Paris Air Salon Presentation.
Weather and Sport promos for TV channel in China.
- March 2007- May 2007: XSI Generalist and After Effects Compositor | Freelance services.
Time Catcher - 48 Hours film, Albums Artwork, Print works,
Flash Banners, Web Design and web programing.

EDUCATION:

- Jan. 2008- Aug, 2008 Vancouver Film School - Houdini & Nuke Certificate Program.
Instructed by: Raymond Corbett, Mark Story.
- Feb. 2005- Jun 2005: The Class - 3D Softimage XSI Diploma.
Instructed by: Saar Galon
- 1993- 2005: Full 12 Years of education.

TECHNICAL SKILLS:

- **Linux, Windows, OSX:** Operation System.
- **Side Effects Houdini** 9-10.5:
Particles, Pyro Tools, Dynamics, Fluids, wires, cloth, Digital Assets,
VEX Shaders build, Lighting, takes, COP's
Volumes, L-system, CHOP's, Mantra Render, PBR, Hscript, Hython.
- **The Foundry Nuke** 4-5.2: Compositing and Nuke 3D.
- **Adobe After Effects** CS2-CS4: Compositing and color correction.
- **Softimage XSI** 5.11-7: Modeling, Texturing, Animation, Shading, Mental-ray render.
- **PixelFarm PFTrack:** Camera tracking, Match moving.
- **Adobe Photoshop** CS2-CS4: Texture maps, Color correction, Designs.
- **Autodesk Maya** 08-09: Modeling, Animation, Shading, Mental Ray.

Additional Software:

- **Massive:** Crowd Simulation
- **Reelflow:** Fluids and Particle Fluid simulations.
- **Vue:** Environments Builder.
- **Shake:** Compositing and color correction.
- **Mudbox:** Modeling.
- **Paint Shop Pro, Gimp:** digital Painting and textures.

CONTACT INFO:

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REFERENCE:

- References available upon request.
- Recommendations available on Linked-in: www.Linkedin.com/in/RonensArt

