

DAVID GRZESIK

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EXPERIENCE

- **BUCK**
| Oct 2019 - Jan 2020
| FX Artist working on Vellum Cloth Simulations as well as various R&D in Houdini.
- **THE MILL**
| Summer 2019
| 3 Month Internship with The Mill working as an FX Intern. Time consisted of R&D and Production Shots in Houdini and using proprietary tools.
- **COLLABORATION WITH GEORGIA TECH AND EMORY**
| Winter 2019
| Collaborative projects working on a Virtual Reality aid for stroke gait rehabilitation. Responsible for C++ realtime data management and procedural asset creation in
- **WRITERS BLOCK**
| Spring 2018
| Responsible for completion of a lava explosion FLIP simulation, burning plane Pyro simulation, and custom Zombie Disintegration Effect solver. Working in a pipeline with ~25 other artists on effects with very tight turn around times.
- **COLLABORATION WITH THE MILL**
| Fall 2017
| Completed under the mentorship of The Mill for the completion of a short car commercial. Responsible for the creation of a procedural, custom written, VEX based lightning solver.
- **PEER TUTORING**
| Spring 2018 - Spring 2019
| Responsible for catering to individual needs and personalities. Keeping consistently flexible when problem solving and being able to adequately explain ideas.

EDUCATION

- **SCAD**
| BFA Visual Effects | Class of 2019
| Studying Visual Effects with a focus in Simulated and Procedural Effects

ACCOMPLISHMENTS

- **SIGGRAPH STUDENT SHOWCASE**
| Siggraph July 2017
| Procedurally designed building in Houdini showcased alongside other current, noteworthy SCAD student works.

SKILLS

- **PROGRAMMING**
| C++, VEX, Python, RIB, MEL
- **SOFTWARE**
| Houdini, Maya, Nuke, Adobe
- **RENDERING**
| Mantra, Arnold, Renderman, Redshift
- **ADDITIONAL SKILLS**
| Problem Solving, Teamwork Oriented, Time Management