

# DAVID GRZESIK

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## EXPERIENCE

- ROOSTER TEETH

Aug 2020 - Aug 2021

Houdini Crowds and FX Artist. Responsible for Crowds layout and simulations in Houdini as well as many character and environment FX.

- 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 Houdini.

- 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.

## 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