

markingle

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EXPERIENCE

Freelance Houdini FX Artist Working both remotely and in-house on VFX related projects, mainly using Houdini.	June 2017 - Present
Framestore Pyro and DestructionFX	Jan 2018 – Jan 2018
Smoke & Mirrors Destruction FX, volumetrics, pyro, particles.	Nov 2017 – Dec 2017
Smoke & Mirrors Freelance Houdini FX TD. Music video project working with viscous fluids.	Jul 2016 – Aug 2017
Framestore Junior FX TD. Working in Houdini, Mantra, Arnold and Nuke.	Nov 2016 – June 2017
GForces Junior Motion Designer internship. Working in 3DS Max, KeyShot, After Effects, Premiere and Photoshop.	Jun 2013 – Aug 2014

EDUCATION

Bournemouth University Digital Effects MA, Distinction.	Sep 2015 – Sep 2016
University of Kent Digital Arts BA, First Class Honors.	Sep 2011 – July 2015
King Edward VII Sixth Form in Leicestershire Photography, Maths, Further Maths and Physics.	Sep 2009 – Aug 2011

SOFTWARE SKILLS

Extensive

- Houdini
- HScript, VEX
- Mantra
- Nuke
- After Effects, Premiere, Photoshop
- Windows, Mac OS, Linux
- Shotgun

General

- Maya, 3DS Max
- Vray, Arnold, Redshift
- PFTrack
- Unity, CryEngine, Unreal Engine
- Python, Javascript, HTML, CSS, C#

WORK ELIGIBILITY

I have dual nationality between USA and UK, and have the option to live and work in either on a permanent basis.