



MISHA DRAGANIUK

FX artist/ CG Generalist

Software:

Houdini, Maya, Nuke, Redshift, Arnold, Vray, Unreal, Karma, Zbrush, Marvelous Designer, Substance Painter, Premiere Pro, Photoshop, AfterEffects, Davinci Resolve, EmberGen.

Techniques:

Houdini Flip, Vellum, Pyro, POP, RBD solvers, Houdini generalist. Compositing effects into live-action and full cg shots. Working with multiple renderers on a same shot. Hardsurface and organic modeling, and texturing. Animation. Pre-Viz. Tool creation. R&D. Grooming.

draganiukart@gmail.com

Language:

English(fluent), Russian(Native). Dual citizen of Moldova and USA

Summary

Skilled FX artist and 3D generalist, equipped with extensive Houdini knowledge, and a comprehensive understanding of the full CG Pipeline.

Passionate artist that just likes making beautiful, creative, and technical work, together with cool people.

Gnomon alum, Student Council President, BoT winner with great people skills.

Work

Cinematics/Lead Houdini Artist Spring 2024-Summer 2025

Buddha Jones, hybrid

- Trained, gave artistic and technical feedback to other Houdini artist.
- Responsible for generalist CG and FX work on: trailers, posters, anamorphic projections, and cinematics.
- Oversaw production on a Final Fantasy x MTG reveal trailer.
- Developed: Houdini tools, Unreal tools, Houdini pipeline, and studio pipeline.

Generalist TD/Groomer

Fall 2023-Winter 2024

Floating Rock, remotely from LA

- Contributed to development and implementation of USD processing pipeline.
- R&D Houdini 20 feather pipeline.
- Groomed a prehistoric bird.
- Provided tools and assistance for CFX and Lookdev in Houdini.
- Assisted and facilitated final USD packages delivery.

Cinematic Artist

Winter 2024-Spring 2024

Lights Out Animation, remote

- Took over a 22 shot Cinematic in v1 stage, pushed over the finish line
- Reworked environments and lighting.
- Improved on lookdev.
- Created tools, FX, and assets.
- Responsible for final compositing and coloring

Houdini Artist

Spring 2023-Summer 2023

Buddha Jones, remote

- Initially brought on to create an asset pack of Lava and smoke FX.
- Role expanded to Generalist tasks creating assets, tools, lighting and set dressing.

Freelance CG artist

2021- Current

Worked with various clients and artists making models for Snapchat lenses, creating realistic garments, doing CFX and FX tasks, producing final renders, and bridging 2D and 3D artist's art.

Awards And Recognition

Gnomon Best of Term for Liquid Simulations.	Winter 2022
Recognized on Rookies by beloFX.	2022
Gnomon Student Council Vice President	Summer 2020-Spring 2022
Gnomon Student Council President	Spring 2022-Winter 2023
In charge of being a bridge between school and students, increasing amount of community events and ensuring a positive campus environment to help provide ideal learning space for all of the student	

Education

Graduated Gnomon School of Visual Effects.	2020-2023
VFX track, Bachelors of Fine Arts	
Only Student Athlete	
Attended North Shore Community College	2018-2019
Attended Mount Ida College	2017-2018
Presuit BS in Game arts.	
College was shutdown my freshman year	