



# 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 beatiful, creative, and techincal work, together with cool people.  
Gnomon alum, Student Council President, BoT winner with great people skills.

## Work

Lead FX Artist Fall 2025

**Dark Burn Creative**, remote, full time

- Brought in as the only FX artist on a 5 week turn around cinematic trailer for Star Wars: Galactic Racer.
- Worked with existing in game FX, navigating not MRQ friendly game build.
- Designed and created hero and additional FX, created tools for other artist to use, and worked with team behind the game to ensure consistent FX that fit rules and look of Star Wars IP.

Cinematics/Lead Houdini Artist Spring 2023-Fall 2025

**Buddha Jones**, hybrid, full time reaccuring

- Initially brought on to create an asset pack of Lava and smoke FX.
- Role expanded to Generalist tasks creating assets, tools, lighting, set dressing and leading all things Houdini.
- 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 FinalFantasy 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, full time

- 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.

Freelance CG artist 2021- Current

Worked with various clients and artists making models for Snapchat lenses, creating realistic garments, grooming, doing CFX and FX tasks, producing final renders, and bridging 2D and 3D artist's art. Created anamorphic advertisements for Time Square and overseen animated short production.

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