

Shaun Galinak

Effects Artist/TD

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Objective To utilize and broaden my knowledge of effects in an environment that allows for creative problem solving and artistic or technical expansion.

Education B.F.A. in Visual Effects - Cum Laude - May 2009
Savannah College of Art and Design, Savannah, GA.

Software Skills

Proficient

- * Side Effects Houdini
- * Python Programming

Familiar

- * Linux Environment
- * Nuke
- * Fume FX
- * Realflow

Work Experience Mr. X Inc. (September 2009 to current) Effects Artist/TD

Tools Developed (currently in use)

- *Houdini renderfarm submission tool (python)
- *Departmental sequence review tool (python, pyqt)
- *Asset define management/creation software (python, pyqt)
- *Realflow renderfarm submission tool, scene setup tools (python)

Pompeii – 2014

- *Simulated and rendered pyroclastic smoke, embers, ash for 30 shots.

Carrie – 2013

- *Helped create testing/pitching shots.
- *Simulated tablecloths for prom destruction scenes.

The Mortal Instruments: City of Bones – 2013

- *Developed a fur tool for the fast setup of wolf characters (houdini).
- *Created base grooms for CG wolves

Silent Hill: Revelation 3D – 2012

- *Simulated skin and building peeling with cloth solvers.

Resident Evil: Retribution – 2012

- *Simulated the initial ocean/facility breach in Realflow.

The Thing – 2011

- *Helped create ice fracture/simulation setups for artists.
- *Simulated and lit millions of snow particles and chunks

Three Musketeers – 2011

- *Pitched to get Fume FX as studio smoke solution.
- *Used Fume FX to simulate high-res logo smoke.

Tron: Legacy - 2010

- *Tool development, render management artist support.

Resident Evil: Afterlife - 2010

- *Created dust, smoke, and paper elements for city destruction shots.
- *Established a method for rendering millions of particles in place of volumes.

Scott Pilgrim Vs. The World - 2010

- *Created falling snow for 65 shots.

Hot Tub Time Machine – 2010

- *Simmed/rendered paper, mist, foam, and snow elements.
- *Developed a method for rendering dense water meshes via delayed load (hscript).