

# Shaun Galinak

Houdini Technical Director

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## Objective

To utilize and broaden my knowledge of procedural workflows or VFX in an environment that allows for creative problem solving and technical growth.

## 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
- Linux environment
- Procedural modeling
- Geometry shading

### Familiar

- Python programming
- Vex scripting
- HDA creation
- Katana and USD

## Work Experience

**Pixar Animation Studios** (2015 to current) - Effects Technical Director  
Contributed effects work to over 600 shots across 15 productions.

### *Elio* – 2025

- Developed the “wave frozen in time” effect featured in initial teaser.

### *Turning Red* – 2022

- Created a slow motion poof effect shown in initial teaser.

### *Luca* – 2021

- Established a foam simulation method that other artists built upon.

### *Coco* – 2017

- Created a fireworks setup used by artists in 5 Pixar productions.
- Received an “Annie” animation industry award for my contributions.

### *Piper* – 2016

- Developed a look for wet sand by encasing grains in a thin volume.

**Mr. X Inc.** (2009 to 2015) - Effects Technical Director

Contributed effects work to 12 feature films and multiple pitches.

### Tools Developed

- Houdini render farm submission tool (python)
- Sequence review tool used by 40-50 artists and leads (python, pyqt)
- Realflow render farm submission tool, scene setup tools (python)

### *Carrie* – 2013

- Helped create pitching shots for this film to be awarded to Mr. X resulting in 6 months of studio contracted work.

### *The Mortal Instruments: City of Bones* – 2013

- Developed a fur groom tool for the rapid setup of wolf characters.

### *Three Musketeers* – 2011

- Pitched and utilized Fume FX as studio smoke solution.

### *Resident Evil: Afterlife* - 2010

- Established a method for rendering particles in place of volumes.

### *Hot Tub Time Machine* – 2010

- Created a tool for rendering dense fluid meshes on limited hardware.

## Personal Interests

Automotive restoration/modification, furniture/product design, 3d printing, CNC fabrication, woodworking, skiing, my dog, problem solving. I am a quick learner with a variety of interests, and am always making something.