



MISHA DRAGANIUK

FX artist/Generalist

Skills & techniques:

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.

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 who wants to create beautiful things in a proper pipeline, but also is able to help you create the proper pipeline. Excited to help bridge 2D and 3D artists, while ensuring a great collaborative environment. Gnomon alum, Student Council President, BoT winner with great people skills. Eager to create in a team, continuously pushing artistic and technical boundaries forward.

Work Experience:

Generalist TD:

Fall 2023-Winter 2024

Contributed to development and implementation of USD processing pipeline. R&D Houdini 20 feather pipeline and utilized it to groom a creature, while also assisting CFX and LookDev. Performed various other Houdini Generalist tasks. Employed by **Floating Rock**.

Houdini Generalist:

Spring 2023

Initially recruited for specialized work on multiple lava shots, my role expanded to creation of various assets, asset processing tools, and lots of smoke, while learning along the way to fit fast pace UE5 Realtime-Cinematics workflow. Employed by **Buddha Jones Cinematics Department**

CG Generalist(Freelance):

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.

CAGE employee, Mount Ida:

2017-2018

Acted as tech support for Maya, Zbrush, Marvelous, Photoshop, and other software. Repaired and checked out professional grade equipment.

Audio Video Technician, Town of Swampscott

2016-2017

Responsible for filming of various town meeting and events. Wore many hats on set, but mainly work with equipment setup, audio board, and controlling the camera.

Recognitions & Achievements:

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 environments for all of the students.

Education:

Graduated Gnomon School of Visual Effects.

2020-2023

VFX track, Bachelors of Fine Arts
Gnomon's only Student Athlete

Attended North Shore Community College

2018-2019

Attended Mount Ida College

2017-2018

Pursuit BS in Game arts.
College was shutdown my freshman year

Contact:

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