

# DARA ANYA

## HOUDINI FX ARTIST



### ABOUT ME

FX Artistry resonates with me as the coalescence of science, art and technology: an appreciation of life and the imagination and wonder to expand beyond reality. Let us wonder together.

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- <https://www.artstation.com/daraanya/>

### SOFTWARE

- Houdini
- Java
- Maya
- Python
- Nuke
- Unreal

### SKILLS

- Houdini FX: FLIP, Pyro, Vellum, RBD, CFX, etc.
- Houdini Digital Asset Creation
- Virtual Production
- Real-Time FX: Niagara
- Pipeline Development: USD, Solaris, MaterialX
- Machine Learning
- Motion Capture
- Rigging/Animation
- Lighting/Compositing

### HOBBIES

- Swimming
- Hiking
- Reading
- Writing
- Music

## EXPERIENCE

### Houdini FX Artist

*FENIX Studios* March 2024 - April 2024

Created particle FX in Houdini and transferred into Unreal Niagara system for commercial

*Goodman Brothers* Jan. 2024 - Jan. 2024

Researched and Developed vellum FX for parade float bursting confetti in Kayo Sports "Get On Board" commercial

*Spruce* July 2023 - Sept. 2023

Created water FX for tire splash and sipe streams in Big O Tires commercial | Researched and developed other shots

*Impossible Objects* March 2023 - May 2023

Created vellum FX for shoe reveal in Merrell "Skyfire 2" commercial | Researched and Developed water FX for beach scene in "Better Never Stops" Onstar commercial

### Motion Capture Cleanup Technician/Animator

*Motion Capture Orlando* July 2022 - Sept. 2022

Cleaned, animated and supervised over 10 mocap sequences for Reallusion's "Run for Your Life" pack

### Web Developer/Project Manager

*Resicom, Inc.* May 2018 - July 2022

Improved web design and updated project information | Managed a \$300,000 City of Houston Clearing and Grubbing project | Archived files and updated architectural plans for over six projects

All experiences required collaboration with teams to update project management software (i.e., ShotGrid, FTrack, etc.), implementation of feedback and punctual delivery of sequences/shots.

## EDUCATION

**Certificate in Visual Effects** Jan. 2022 - Dec. 2022

The Digital Animation & Visual Effects School

**Bachelor of Science in Neuroscience** Aug. 2012 - May 2016

The University of Texas at Austin

**Certificate in Supervised Machine Learning** Jan. 2024 - Jan. 2024

Stanford University

## REFERENCES

Michael Keith - Director of Career Services, The DAVE School, MKeith@daveschool.com

Joyce Cox - Producer & VFX Consultant, Zu2, Inc., zu2jmc@me.com

Luc Delamare - Head of Technology, Impossible Objects, luc@impossible-objects.com

Morgan McDermott - Head of VFX, Impossible Objects, morgan@impossible-objects.co

PJ Salamon - Lead VFX Instructor, The DAVE School, psalamon@daveschool.com