

Andreas Vrhovsek
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PROFILE

I am interested in computer simulation and rendering technologies to create exciting and original work for feature films, and movie industry.

My skills are primarily creating fluid, particle and procedural effects using Houdini and Maya. I'm also involved in lighting and rendering those effects. I have several years experience on many films using Renderman, and I have expert proficiency in procedural dynamics.

I am interested in the creation of unique, and outstanding effects with cutting edge technologies. I am friendly, intelligent and enjoy working with others. I am confident working to tight deadlines using proprietary and off-the-shelf software in a professional production environment. I want to further develop my skills through new opportunities and additional professional experience.

CAREER HISTORY

December 2014 – present Lead Effects Technical Director – Method Studios

Geostorm

Car/Bus and building destruction with Houdini, using Bullet and FEM

June 2014 – February 2015 Guest Tutor – Digital Tutors

Creating a Procedural Terrain in Houdini

Creating Cloudscape in Houdini

November 2013 – November 2014 Senior Effects Technical Director – Framestore

Paddington

Marmalade effects with Houdini

Guardians of the Galaxy

Nebula effects with Houdini VDB

Jupiter Ascending

Fire effects with fLush (Naiad)

Generic dust effects with fLush & Houdini

April 2013 – October 2013 Senior Effects Technical Director – Cinesite

Beans

Generic surface deformation and dust/particle rig for Beans using Houdini

Edge of Tomorrow

Generic muzzle flush rig using fluid dynamic simulation and procedural dynamics with Houdini and Maya Mel

300: Rise of an Empire

Shoreline water simulation and boat interaction effects with Houdini

Aug 2012 – April 2013 Senior Effects Technical Director – MPC

The Seventh Son

Fluid dynamic simulation with Flowline for water effects
Underwater bubble rig using Maya

Percy Jackson: Sea of Monsters

Fluid dynamic simulation rig using Maya for the “rising electron” effect
Mel based tool for random placement and render attributes of library elements

World War Z

Fluid dynamic simulation with Maya for explosions and cabin airflow effects

Nov 2009 – July 2012 Senior Effects Technical Director – Double Negative

Total Recall

Procedural RBG Dynamics on “China Fall Tower”

Man of Steel

Look-development for fluid dynamics and RBD Dynamics material behaviour

John Carter

Generic particle setup for sand used in the “Ape fight” sequence

Attack the Block

Fluid dynamics for smoke

The Sorcerer's Apprentice

Generic particle rig for “Morgana”

Apr 2009 – Nov 2009 Senior Effects Technical Director – Weta Digital

Avatar

Fluid dynamics and particle setup for entire sequence.
Rendering and lighting effects and also hero characters and background

Jan 2007 – Apr 2009 Senior Effects Technical Director – Double Negative

2012

Fluid dynamics for Yosemite Park explosion

Harry Potter and the Half-Blood Prince

Simulating and rendering clouds and the “Dark Mark” volumetric effect

The Boat that Rocked

Fluid dynamic simulations for sea water and spray

Inkheart

Simulating pyroclastic smoke and rendering/lighting

Hellboy II: The Golden Army

Simulating cloth and fluid dynamics

Apr 2006 – Dec 2006 FX TD – CA Scanline

Lissi und der wilde Kaiser

Fluid dynamic simulations for sea water and spray

Nov 2003 – March 2006 Digital Artist – Liga01

Jan 2003 – Oct 2003 Junior Trainer / Project Management

EDUCATION

2002 - 2003 Software Developer C/C++, Vienna Wifi, Austria

2000 – 2002 Diploma, College Digital Film Producer, Vienna, Austria

1991 – 1997 Matura with Diploma, HTL-Electrical engineering, Kapfenberg, Austria

SKILLS AND ATTRIBUTES

- Lighting and Rendering with Renderman and Arnold
- Fluid dynamics and particle simulation
- Effects look development
- Creating generic setups with Houdini
- Familiarity with pipeline issues and problem-solving
- Python/MEL scripting, particle expressions

SOFTWARE PROFFICIENCY

- | | | |
|--------------|--------|-----------|
| • Houdini | Maya | Naiad |
| • Flowline | Python | Hscript |
| • Mel | Mantra | Renderman |
| • Mental ray | Nuke | Photoshop |

A digital Curriculum Vitae and my work can be viewed at: www.vfxcreation.com

Full professional film credits can be found at IMDB: www.imdb.com/name/nm1774316/

LinkedIn profile: www.linkedin.com/in/vfxcreation

Showreel: www.vfxcreation.com/showreel/

