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## SOFTWARE

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HOUDINI FX

AUTODESK MAYA

NUKE X

UNREAL ENGINE 5

AFTER EFFECTS

PREMIERE PRO

SUBSTANCE PAINTER

# MARK BUTLER

## VFX ARTIST

## PROFILE

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Detailed, creative and passionate visual effects artist. To create realistic visual effects from magic spells to earth shattering natural disasters. Collaborations in working with industry's latest software in developing production quality assignments on strict deadlines.

## EDUCATION

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2018-2020 **Certificate Digital Production for Entertainment**  
GNOMON School of Visual Effects - Hollywood, CA

2018-2017 **BFA Digital Media & Arts**

The Art Institute Of Michigan - Novi, MI

- Transferred to Gnomon School of VFX

## SKILLS

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Houdini FX - Pyro / Rbd / Flips / Vellum / POPS,SOPS,DOPS

Autodesk Maya - Maya Fluids / Nparticles / Phoniex FD / Lighting

Foundry Nuke - Compositing / 3D camera-tracking / Chroma Keying / ACES

Unreal Engine - Particle Systems / Blueprints / Adobe After Effects

Premiere Pro - Compositing / Video-editing / Chroma Keying

Rendering- V-RAY/ARNOLD/MANTRA/KARMA/REDSHIFT

## WORK EXPERIENCE

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Oct 2023 - Dec 2024 **3D Artist/Multimedia Specialist - KATMAI**

- 3D Modeling/Texturing using Maya and Substance Painter
- Scene assembly & set up / Environment Design and Creation.
- Worked with various softwares for multimedia needs.

June 2021 - May 2023 **VFX Artist - Synaptech/LMI**

- Create Cinematics for the US SpaceForce/AirForce. Shot managing, creation, production utilizing the CG pipeline.
- Using Houdini FX, NUKEX and adobe cloud programs.
- Created CGI visuals and simulations of natural elements and physics for feature presentations.

Aug 2018 - June 2021 **VFX/Compositor - Freelancer**

- Worked with clients with proficient knowledge of the VFX industry including live-action content.
- Worked with production quality plug-ins, 3D softwares.
- Produced cutting edge visual effects. Compositing, CG grading and chroma keying clean up.