



DAKOTA SMITH

FX ARTIST

CONTACT

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PROFILE

I am an FX artist that creates photoreal effects using a variety of dynamic and procedural systems. I look forward to contributing a team of dedicated artists to create cinematic shots for film and TV.

SUMMARY OF SKILLS

Dynamic Effect Simulations

- Ability to create realistic Pyro and FLIP fluid simulations, Rigid Body Dynamics, Particles, and Procedural effects.
- Create efficient and scalable procedural setups.

Effects Rendering

- Ability to light, shade, and integrate effects to match live action plates.
- Ability to shade volumes, liquids, particles, magic, and geometry procedurally.
- Developing skills in USD rendering workflows.

Quick and Eager to Learn

- Stays up to date on new processes and software.
 - Takes initiative to fill gaps in knowledge and experience
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SOFTWARE SKILLS

Houdini

- Redshift
- Karma
- TOPs/PDG
- Solaris/USD
- VEX Scripting
- HDA/OTL creation

Nuke

- 2D/3D Compositing
- Matchmoving

Python

- Tool Creation
- Qt Designer

Maya

- Vray
 - Arnold
 - Phoenix FD
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AWARDS

The Rookies Finalist

Outpost VFX Career Opportunities - 2022

Gnomon Best of Term

Grand Prize, Short Film - 2022

Gnomon Best of Term

Effects, Demolition - 2022

Gnomon Best of Term

Effects, Fluids - 2022

Gnomon Best of Term

Effects, Magic - 2022

EDUCATION

Gnomon School of Visual Effects

Los Angeles, CA

Certificate in Digital Production,
Visual Effects concentration

2020-2022

Columbia College Chicago

Chicago, IL

B.A. Computer Animation

2018-2020

VOLUNTEERING

Chandler High School, AZ

Premiere Pro Editing Instructor

2018-2021

Instructed an introduction to Premiere Pro editing course for students enrolled in the I.B. Film program at Chandler High School.