

RAYMOND POPKA

FX Artist

5463 Blanco Way, Culver City, CA 90230

Phone #: 310-663-7279

email: rayjohn551@gmail.com

Skills

Software Primary-

Houdini 13.0, Nuke X, Maya

Platforms: Windows 7, Ubuntu, OS X, OpenSUSE

Software Secondary-

Naiad, Icy, Mental Ray, V-Ray

Scripting/Coding-

Python, Hscript, HDK

Experience

Method Studios (April 2014 – June 2014)

Hercules – fire, dust, destruction, smoke

Psyop.tv (February 2014 – March 2014)

Microsoft – concept particle systems

Samsung Galaxy – particle effects, grass and sweat systems

The Mill (January 2014)

Hyundai Elantra Nice – Fire and smoke

Imaginary Forces (November 2013)

Dracula Untold - Research and Development, flocking systems

The Mill (September 2013 – October 2013)

Xbox One – Scene destruction, smoke, fireball explosion

Comcast Xfinity Gateway – additional smoke and dust

Fellow (July – September 2013)

Apple iPhone 5C Keynote – fluid research and development, simulation and meshing

Rhythm & Hues (April 2011-2013)

Life of Pi 2012 - Houdini tool development for bio-luminescence, water FX pipeline, water interactions and simulation, ocean integration

R.I.P.D. 2013 - Houdini tool development for FX, destruction R&D

Percy Jackson: Sea of Monsters 2013 - FX development for general FX elements, water interaction and simulation, ocean integration

Student Work (SCAD 2007-2011)

Contributed post-process motion blur for Alex Knoll's animation, *Cueb* 2010

Sky-replacements for student film, *Paradise Lost* 2010

Thundercloud system and steam puff for *Happy Maladies Music Video* 2011

Education 2007-2011

Savannah College of Art and Design, Savannah GA

Bachelor of Fine Arts in Visual Effects (Graduating March 2011)

Enrolled with SCAD Artistic Scholarship (2008-2011)

Deans List (2008-2011)

Current GPA 3.41/4.0

2004-2007

James Hubert Blake HS, Silver Spring MD

Awarded the Montgomery Co. School Media Festival Animation Award 2006

LinkedIn: <http://www.linkedin.com/pub/raymond-popka/43/40/877>