

KEVIN LUTTRELL

email: kevin@luttrellfx.com

PROFESSIONAL EXPERIENCE

FX TD/Artist – Bardel Entertainment, Vancouver BC 2017-2018

- Maya, Houdini, Nuke used on the following productions:
 - **Angry Birds Blues:**
 - Houdini for rigid and soft body destruction, smoke, FLIP fluids, fire, and testing.
 - Maya nParticles used for various effects with instanced geometry
 - Maya fluids used for smoke and fire
 - Nuke used extensively to composite all Fx with animated assets
 - **Production name under NDA until release in 2019:**
 - Houdini FLIP fluids for large and small-scale interactive water simulations.
 - Maya fluids used extensively for dust, smoke and fire
 - Custom Houdini tool development for shots requiring destruction or FLIP fluids
 - Nuke 9 and 11 used for compositing and integration of Fx assets with background plates

FX TD/Artist – MPC (Moving Picture Company), Vancouver BC 2016

- Maya, Katana, Houdini, Nuke used on the following productions:
 - **Ghostbusters:**
 - Houdini for beam, lightning, smoke and sparks.
 - Point debris motion. Attached geometry at render time.
 - Background fire and portal elements.
 - **Sully:**
 - Maya particle and volumes for multiple breath shots.
 - Flowline cache offset for splash shot.
 - **Dark Tower**
 - Wrote internal workflow documentation for Houdini rigs.
 - Worked directly with Senior Artists to test Houdini fire, interaction and rigid body rigs.

FX TD Student – Lost-Boys Studios, Vancouver BC 2015

- Obtained top marks on all assignments in production scenarios with creative problem-solving skills and a high degree of professional attention to detail.
- Seasoned mentor to junior students resulting in overall increased production and resolution to technical challenges.
- Met production deadlines on all projects including dailies and revision notes from FX lead.

Freelance Digital Content Creator – NiteOwl Studio, Honolulu Hawaii 2008-2014

- Consult with clients on strategy for brand and look development, written copy, web content, social media, video production, motion graphics and 3D.

Clients:

17 Engineering – Art direction and content creation for Maya 3D animation (consultation with Vaco San Diego).

- ***National Oceanographic and Atmospheric Association*** – Consult with client and third party graphic design firm to code and develop nine Flash educational games.

PRIOR EMPLOYMENT

Public Relations & Government Affairs Account Executive – *Becker Communications, Honolulu Hawaii*

2007-2008

- Managed client reputation with written materials and media placement

EDUCATION

MPC Academy, Vancouver, BC

April 2016

- FX Artist Program

Lost Boys Studios, Vancouver, BC

August 2015

- Diploma, Houdini FX TD Program

California Polytechnic State University, San Luis Obispo, CA

June 1996

- Bachelor of Arts Degree in English.
- Member, Sigma Tau Delta, The International English Honor Society
- Member, Cal Poly English Department Advisory Board

1994-1996

2009-Present

PROFESSIONAL MEMBERSHIPS

- **VHUG** Vancouver Houdini User's Group