

# KEVIN LUTTRELL

email: kevin@luttrellfx.com

## PROFESSIONAL EXPERIENCE

- FX TD/Artist – DHX Media, Vancouver BC** 2019
- Maya, Nuke used on the following production:
  - **Production name under NDA until release in 2019:**
  - Maya nParticles used for various effects
  - Phoenix FD used for fire, smoke and liquid effects
  - Nuke used extensively to composite all FX with animated assets
- 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 1994-1996
- Member, Cal Poly English Department Advisory Board 2009-Present

**PROFESSIONAL MEMBERSHIPS**

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