

KEVIN LUTTRELL

email: kevin@luttrellfx.com

PROFESSIONAL EXPERIENCE

FX Artist – Mikros Animation, Montreal QC 2019-2020

- Houdini, Katana and Nuke used on the following production:
 - **The Spongebob Movie: Sponge on the Run**
 - Liquid simulations.
 - Dust, sand, smoke and fire
 - Custom Houdini tool development for shots fluids
 - FX Lighting setup and pre-comp render layers created in Katana
 - FX compositing with Nuke

FX TD/Artist – DHX Media, Vancouver BC 2019

- Maya, Nuke used on the following production:
 - **Lego Ninjago**
 - 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:
 - **Dragons: Rescue Riders:**
 - 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
 - **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

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:

I7 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.

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