

# KEVIN LUTTRELL

## FX TD

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[linkedin.com/in/niteowlguy/](https://www.linkedin.com/in/niteowlguy/)

Vancouver, BC

## EXPERIENCE

07/2022 - 01/2024

Vancouver BC

FX TD

### Framestore

- 1899, Heart of Stone, Monarch
- Procedural Magic, Environmental FX, explosions, smoke, trails
- Adapted existing FX setup to accommodate custom look across multiple shots
- Created custom fx setups

02/2022 - 06/2022

Vancouver BC

FX Artist

### Method Studios

- Thor: Love and Thunder
- Dust, smoke, magic, Environmental FX
- Multiple element Houdini setup with automated farm render layers for consistent look across shots
- FX Lighting setup and pre-comp render layers in Katana
- FX compositing with Nuke

11/2021 - 01/2022

Vancouver BC

Senior FX TD

### Goodbye Kansas

- Halo TV Series
- Large Scale Dust Storm (Haboob)
- FX Lighting setup in Houdini
- FX compositing with Nuke
- Render engine setup and management
- FX workflow management

01/2021 - 10/2021

Vancouver BC

FX Artist

### Sony Pictures Imageworks

- Hotel Transylvania 4, Dr. Strange in the Multiverse of Madness
- Dust, sand, smoke RBD and secondary debris
- Custom Houdini tool development for consistent look across shots
- Large scale dust and debris, fx set dressing, complex fx magic elements
- FX Lighting setup and pre-comp render layers created in Katana
- FX compositing with Nuke
- FX Lighting and publish setup created in Katana
- FX compositing with Nuke
- Houdini pipeline tool development to automate manual tasks and sync Houdini, Katana and Nuke

10/2019 - 04/2020

Montreal QC

FX TD

### Mikros Animation

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

## EXPERIENCE

01/2018 - 10/2019

Vancouver BC

FX TD

**DHX Media**

- 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

01/2017 - 01/2018

Vancouver BC

FX Artist

**Bardel Entertainment**

- Dragon Rescue Riders, Angry Bird Blues
- Houdini FLIP fluids for large and small-scale interactive water simulations
- Custom Houdini tool development for shots requiring destruction or FLIP fluids
- Nuke used for compositing and integration of FX assets with background plates

01/2016 - 12/2016

Vancouver BC

FX TD/Artist

**MPC (Moving Picture Company)**

- Ghostbusters / Sully/Dark Tower
- Houdini for beam, lightning, smoke and sparks

## EDUCATION

01/2015 - 08/2015

Vancouver, BC

Diploma, Houdini FX TD Program

**Lost Boys Studios**

09/1994 - 06/1996

San Luis Obispo, CA

Bachelor of Arts Degree

**California Polytechnic State University**

- In English
- Member, Sigma Tau Delta, The International English Honor Society
- Member, Cal Poly English Department Advisory Board
- 2009-Present

## TRAINING / COURSES

**FX Artist Program**

MPC Academy

## LANGUAGES

English

Native



## SKILLS

Houdini

Unreal

Maya

Liquid

Destruction

Volumes

Animation

Live Action