STORM SLAWSON-VILLASMIL

VFX ARTIST
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stormslawson.com
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Savannah College of Art and Design

Bachelors of Fine Arts Visual Effects | 2021-Present
Expected Graduation March 2025

Skills

Pyro FX
Compositing
Look Development
Lighting
Animation
Rigging
Python
Vex

Software

Houdini
Nuke
Maya
3DS Max
Deadline
Substance Painter
Photoshop
Premiere Pro
After Effects
DaVinci Resolve

Projects and Work

MAKE

CG Generalist Intern, June 2024 - Aug. 2024

- Worked to create stylized FX on multiple external client and internal projects in a studio environment
- Received and applied feedback from clients

SCAD Peer Mentor

March 2024 - Present

- Assisted students in learning Houdini and Nuke skills

"SCAD x The Mill"

Generalist position, Sept. 2023 - Nov. 2023

- Responsible for layout, rigging, lighting and animation in student mock advertisement.
- Edited and iterated work based on feedback from industry mentors over a 10 week period

"Rider" - Senior Short Film

FX Artist / Rigging Artist, Jan. 2024 - June 2024

- Worked with a team of artists to create 3-minute film
- Created hero and secondary FX for use in full CG and live-action integrated shots
- Created rigs for four different vehicles using Houdini's KineFX tools

"Wolf's in Sheeps Clothing" - Student Senior Thesis

Supervisor, 2023

- Supervised production and post production of student led music video