

Storm Slawson

Minneapolis, MN | P: 713-632-5721 | stormslawson@gmail.com | stormslawson.com

WORK EXPERIENCE

Shattered Glass Films

VFX and Post Production Lead

Remote

Feb. 2026 – Present

- Delivered FX work on “Colossos: The Outsiders,” including GPU pyro/smoke simulation (Axiom), MPM snow simulation, and Vellum grain/cloth simulation, with Houdini-to-Unreal Niagara export pipelines across multiple shots
- Delivered FX work on “Yokogawa Water Solution,” including GPU fluid/water simulation (Paradigm) with seamless VDB-based loop blending
- Built a custom BlinkScript-based painterly/stylized compositing toolkit in Nuke (Kuwahara stylization, depth-based style blending, procedural hatching) for stylized shot finishing

109 West Creative

Co Founder/Technical Artist

Remote

Feb. 2025 – Present

- Worked in a team of compositors to clean up footage for use in robotics ad campaign on tight deadlines
- Ensure correct color continuity when passing off 20+ cleaned up shots to client
- Utilized 2D and 3D Camera tracking in Nuke and Mocha to complete beauty work to clean visual imperfections

Empire Photography

Seasonal Lead Photographer

Madison, WI

July 2025 – Feb. 2026

- Led teams of 2–8 photographers per shoot, organizing coverage for subjects in varied environments
- Set up and tore down equipment at 4–5 different locations weekly, managing cameras, tripods, remote triggers, and external flashes
- Coordinated with facilities and school staff to set up shoots layouts to optimize the flow of subjects
- Reviewed hundreds of photos daily to ensure consistent studio color and lighting standards
- Trained and onboarded new seasonal photographers on studio workflow, lighting setup, and equipment handling

MAKE

Computer Graphics Generalist Intern

Minneapolis, MN

Jun 2024 – Aug 2024

- Worked to create stylized visual effects on multiple external client projects and internal projects in a collaborative studio environment
- Iterated and applied client feedback
- Planned out and executed personal project

Savannah College of Art and Design

Student Peer Mentor

Savannah, GA

Jan. 2024 – March 2025

- Assisted students in problem solving their Houdini and Nuke project files
- Reinforced learning and research techniques to better solve technical problems

CREATIVE PROJECTS

“Rider” - Short Film

Jan. 2024 – March 2024

- Rookies Awards Finalist 2024
- Worked with a team of artists to create 3-minute sci-fi racing film
- Responsible for creating hero and secondary FX for use in full CG and live-action integrated shots, using custom solvers in Houdini
- Responsible for all vehicle rigging and 70% of all animation shots

“Lost Track” - SCAD Student Capstone Film

Jan. 2025 – May 2025

- Rookies Awards Finalist 2025
- Sole VFX artist of 3D animated film rendered in Unreal Engine
- Responsible for Houdini to Unreal Engine pipeline

EDUCATION

Savannah College of Art and Design

Bachelor of Fine Arts, Visual Effects

Graduated May 2025

Dean's List 2021–2024

ADDITIONAL

Adobe Certified Professional in Photoshop

Acquired 2022

Software: Houdini, Nuke, DaVinci Resolve, Maya, 3DS Max, Deadline, Substance Painter, Premiere Pro, After Effects, Photoshop, Lightroom, Smartshooter

Technical Skills: FX Simulation (Pyro/Axiom, MPM, Vellum, RBD), Procedural/HDA Development (VEX, Python), Look Development (Karma, Solaris, MaterialX, Copernicus), Compositing (BlinkScript), Real-Time Pipeline (Unreal Engine 5, Niagara, Houdini Engine), KineFX, Lighting, Color Science, Version Control (Perforce)