



## PROFESSIONAL BACKGROUND:

During my inspiring work as an artist I tend to bring my best of imagination to work, being timely in attendance, dependable and a team player.

- Passionate about visualizing an idea,  
Combining new media technology and the power of mathematics to achieve it.
- Specialized in 3D Spacial Effects, Lighting, Rendering, Pre-Comp / Compositing.
- Objective To Work in a environment that would best utilize and challenge my skills as a Visual Effects Artist, both on the technical side and the artistic side.

## GENERAL SKILLS:

- All-round knowledge of Houdini, XSI, Nuke, After Effects, Photoshop.
- R&D Houdini's Digital-Assets and tools for production needs.
- Python and Hscript scripting knowledge.
- Camera Tracking and Match moving.
- Life Drawing and painter.

## EMPLOYMENT HISTORY:

- **June. 2009- Present: Technical Director | Effects Artist Internship with Side Effects Software, Toronto.**  
Testing new tools in Houdini 10.5, Fluids Pyro tools, Python & Hscript programing, VEX shader Compiling, Development of Digital Assets/OTL's in Houdini, Concept Art, Storyboarding, Procedural Modeling.
- **Oct. 2008- May. 2009: Houdini FX Artist | Freelance computer service for several companies.**  
Particles effects animation for a Stereoscopic project, VFX works for a Music video clip.  
Creating Visuals based on sound, audio forms translated to particle behaviors in 3D.
- **Jan. 2006- Jan. 2008: 3D Artist Generalist | JCS, Tel Aviv.**  
Includes projects: Lead commercials for TV, Panoramic IAI's Paris Air Salon Presentation.  
Weather and Sport promos for TV channel in Chaina.
- **March 2007- May 2007: XSI Generalist and After Effects Compositor | Freelance services.**  
Time Catcher - 48 Hours film, Albums Artwork, Print works,  
Flash Banners, Web Design and web programing.

## EDUCATION:

- **Jan. 2008- Aug, 2008 Vancouver Film School - Houdini & Nuke Certificate Program.**  
Instructed by: Raymond Corbett, Mark Story.
- **Feb. 2005- Jun 2005: The Class - 3D Softimage XSI Diploma.**  
Instructed by: Saar Galon
- **1993- 2005: Full 12 Years of education.**  
Extended subjects at High school graduation: Math, Computers Science (pascal), Geography.

## TECHNICAL SKILLS:

- Linux, Windows, OSX: Operation System.
- Side Effects Houdini 9-10.5:  
Particles, Pyro Tools, Dynamics, Fluids, wires, cloth, Digital Assets,  
VEX Shaders build, Lighting, takes, COP's  
Volumes, L-system, CHOP's, Mantra Render, PBR, Hscript, Hython.
- The Foundry Nuke 4-5.2: Compositing and Nuke 3D.
- Adobe After Effects CS2-CS4: Compositing and color correction.
- Softimage XSI 5.11-7: Modeling, Texturing, Animation, Shading, Mental-ray render.
- PixelFarm PFTrack: Camera tracking, Match moving.
- Adobe Photoshop CS2-CS4: Texture maps, Color correction, Designs.
- Autodesk Maya 08-09: Modeling, Animation, Shading, Mental Ray.

## Additional Software:

- Massive: Crowd Simulation
- Realflow: Fluids and Particle Fluid simulations.
- Vue: Environments Builder.
- Shake: Compositing and color correction.
- Mudbox: Modeling.
- Paint Shop Pro, Gimp: digital Painting and textures.

## CONTACT INFO:

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## REFERENCE:

- References available upon request.
- Recommendations available on Linked-in: [www.Linkedin.com/in/RonensArt](http://www.Linkedin.com/in/RonensArt)

