

Pavel Pekun

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Reel: www.24eff.com/reel
Portfolio: www.24eff.com
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OBJECTIVE

Seeking a position as a FX Artist

QUALIFICATIONS SUMMARY

- Experience in creating variety effects such as fire, smoke, RBD, fluid and particle simulation, explosion and destruction, asset design
- Extensive experience of integration elements into a scene with lighting, shadows, shaders
- Skilled in rendering, shading, lighting and texturing
- Significant experience in multipass rendering and compositing process
- Previsualization and look tests experience
- Proficiency with hard surface modeling and procedural geometry generation
- Experience in animation and camera setup
- Strong knowledge of scripting and high-level programming languages
- Proficient in use of Unix based operating systems
- Ability to work closely with other artists as well as alone
- Flexibility and ability to work well under pressure and tight production schedules
- Good organizational and interpersonal skills, the ability to multitask
- Always open to share knowledge and techniques with other artists
- Willingness to learn other disciplines and software
- Passion for movie, commercial, music, technology, art, industrial design and video games

TECHNICAL SKILLS

- Effects: Houdini
- Modeling, Shading, Texturing: Houdini, 3ds Max, Maya, Adobe Photoshop
- Animation, Lighting, Camera setup: Houdini, 3ds Max, Maya
- Rendering: Mantra, V-Ray, Arnold
- Compositing: Nuke, Adobe After Effects
- Programming: VEX, Python, C#, Ruby on Rails, PHP
- Scripting: HScript, MAXScript, MEL, Win32/Unix shell
- Web technology: HTML, CSS, JavaScript, jQuery, aJax, MySQL

SOFTWARE

- Houdini, 3ds Max, Maya, RealFlow, Nuke, Adobe After Effects, Adobe Photoshop, Final Cut, Sony Vegas
- Thinking Particles, FumeFX, Krakatoa, MagmaFlow, Deadline, SVN, JIRA, Afanasy, Cerebro, Shotgun
- OS: Windows, OS X, Linux

EXPERIENCE

FX TD

06/17 – present | Jellyfish Pictures | London, United Kingdom

- Creating various FX elements, RnD and lookdev
Environment: Houdini, Mantra

FX Artist

03/17 – 05/17 | FilmDirectionFX | Moscow, Russia

- "Baahubali 2: The Conclusion ", Indian epic historical action movie, 2017
- Created file on burning cloth
- Created various file elements like sparks and embers
Environment: Houdini, Mantra

FX Artist

05/16 – 01/17 | ARGUNOV studio | Moscow, Russia

- "Defenders", action, the first Russian superhero movie, 2017
- Created rocket launch effect with the future smoke trail, used clustering Pyro simulation with custom wind fields, Volume VOP for exhaust shape
- Created character transition effect with the future trail of particles, used Nuke python scripts to get the future retime parameters, provided merge of retime and non-retime sequences in Nuke and Houdini, used VOP, VEX operation for animating particles trail shape
- Created raindrop freeze effect, used static and animated POP particles
- Created bullet shells RBD simulation with additional Pyro smoke simulation
- Designed helicopter explosion effect, used Pyro simulation and varied microsolvers, POP simulations for sparks and debris, provided per-component rendering in sum 16 layers
- "Earthquake", disaster movie, release 2016
- Created debris/sands simulation of cracking concrete slab with the feature dust effect
- Created dust spots of moving ground cracks
- Created large scale dust/mist effect after buildings collapse, used combination of pyro simulations and static volume primitives
- "The Icebreaker", drama/action movie, release 2016
- Designed snow asset to generate different type of falling snow with the future particles and sprite rendering, used custom velocity field in POP simulation, camera frustum optimization, provided lookdev and final shots integration
- Created flare rocket effect, used Pyro microsolvers to drive trail velocity and custom directional wind field
- Created ground blizzard on the massive ice cover, used clustering pyro simulation
Environment: Houdini, Mantra, Maya, Nuke, Cerebro, Afanasy

FX Artist

02/16 – 04/16 | CG Factory | Moscow, Russia

- "The Flight Crew", disaster movie, 2016
- Created Pyro simulations for dynamic and static objects, provided shading and rendering, used VOP/VEX operations and POP simulations
- Created large scale fire burning on plane runway, burning destroyed fuel farm and fuel truck, burning moving lava, flowing fuel and various ground spots
- Developed procedural patterns of burning spots with different behavior and internal fields
- Aircraft turbine burning animation setup, RnD burning broken plane tire during landing
- Created scene with the plane moving through firewall, with the following interaction and wingtip vortices, applied custom volume fields for controlling the collision area, integrated sparks driven by velocity fields, computed moving lava collision fields into simulation
- Created asset for velocity field to Pyro sim with settings of height, noises, gradient forces

- Created various mist spots, used static volume primitive and Volume VOP operations
- Created extinguishing effect of burning aircraft turbine
- Setup lava simulation, computed moving lava edge area with the feature fire simulation
- Used cluster and slice distributed simulation in HQueue
- Render FX sequences for stereo 3D/IMAX
- Unix console interaction with remote render farm
- Worked closely with compositing and render departments
- Took part in discussions and searching solving approaches with supervisors and the director
Environment: Houdini, Mantra, Nuke, Shotgun, Afanasy, Debian

FX Artist

04/14 – 09/15 | Cubincup Animation Studio | Minsk, Belarus

- Created FX for TV animation 3D series and stereoscopic 5D ride movies
- Responsible for all FX in over 160 shots
- Integrated FX elements into a scene/stereoscopic scene with lighting and shaders
- Provided final multipass render with pre-compositing or final compositing
- Produced previsualization and look tests
- Created MAXScript scripts to automate work process and geometry manipulations
- Integrated new software and plugins in pipeline
- Worked closely with the Director, the Compositor TD, Art and Animation departments
Environment: 3ds Max, thinkingParticles, Krakatoa, MagmaFlow, FumeFX, V-Ray, Nuke, Deadline, JIRA, Linux

Motion Designer

02/14 – 03/14 | Cubincup Animation Studio | Minsk, Belarus

- Created 2D-3D Motion graphics for TV commercial
- Worked in collaboration with advertising agency under time pressure, every week's deadline
- Modeled, textured and integrated models for the Element 3D
- Worked closely with Visualization and Animation departments
Environment: 3ds Max, Adobe After Effects, Element 3D, RealFlow, Adobe Photoshop, Adobe Illustrator, Sound Forge, Sony Vegas, JIRA

Sr. Web Developer

06/09 – 05/13 | SoftFXBel | Minsk, Belarus

- Designed and implemented web interfaces for online Forex Trading Platforms, online stores, management systems, live streaming video, e-sports and video games platform
- Developed different types of graph and chart representations of analytical information
- Analyzed User Experience process and redesigned outdated interfaces
- Provided integration testing, web analytics
Environment: C#, JavaScript, aJax, HTML5, CSS3, Adobe Photoshop, Adobe Illustrator, Adobe Flash, TortoiseSVN, Team Foundation Server, JIRA

EDUCATION

- 2014 Belarusian National Technical University | Minsk, Belarus
BS in Computer Science, Software engineer
- 2009 P.O. Sukhoi State Technical University | Gomel, Belarus
BS in Computer Science, Software engineer
Undergraduate, 3 years of courses

REFERENCES AVAILABLE UPON REQUEST