



# Gonzalo Teixidor

FX Artist

## Profile

Visual effects artist focused in Houdini always looking to improve and grow. Strong understanding of various software and a great foundation in visual effects pipeline.

Capable to create simple setups for complex effects, being flexible and intuitive. Great facility to learn new techniques. Exelent team player, open to recieve feedback.

## Skills

- Fast learner
- Art Direction
- Trobleshooting
- Team player
- Comunicative
- Eager to learn
- Passionate
- Attention to detail
- A sense of animation timing

## Languages

- English
- Spanish (native)

## Education

### Gnomon School Of Visual Effects, Games & Animation

Los Angeles, CA

September 2018 - 20th September 2020 (2 years)

Certificate in Digital Production for Entertainment, 2-year program: VFX Animation track

### Camilo Jose Cela University / ESNE, Design, Innovation & Technology

Madrid, Spain

2014 - 2018 (4 years)

Bachelor's Degree in Graphic Design & Multimedia

## Experience



**FX Artist / CoSA VFX**

California, US

July 2021 - September 2021

Worked on various shots for various shows and feature flims such as:

- CSI Vegas Season 1, Episode 1
- Unbearable Weight of Massive Talent (2022)
- Rainsin Dion Season 2



**FX Artist / Luma Pictures**

Melbourne, Australia

September 2021 - Current day

Creating FX for various Feature Films and episodic shows:

- Hakweye (Glass RBD)
- SpiderMan No Way Home (Debris, smoke, webs)
- Thor: Love And Thunder (Bifrost, smoke, RBD, blood, gore)
- Mother (2023) (Fire, smoke)
- I am Groot (Smoke, RBD, Glass, Liquid simulation)
- Rebelmoon (Part 1 & 2) (Blood, smoke)
- Halo (season 2) (FX and lookdev for plasma gun muzzle flash, Jackal Shields, Jackal Daggers, plasma Bolts. Development of automatic FX generation for PlasmaShields, Plasma daggers and Blood hits. Also worked on Gore/desintegration, blood, RBD, and bullet hits)

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## Software

**NUKE**

**CINEMA4D**

**MAYA**

**HOUDINI FX**

- Pyro / smoke
- Vellum
- Particles
- Liquid simulations
- Procedural modeling
- RBD
- VEX/VOPS
- Tool creation (HDA)

**RENDERS:**

- Redshift
- Arnold
- V-Ray
- Karma
- Octane
- Mantra

## Achievements

**THE ROOKIES**

**Finalist - 2021**

Demo Reel 2021 (FX)

**Certificate grade A - 2021**

Demo Reel 2021 (FX)

**Certificate grade A - 2021**

Motion design personal work (Houdini)

**GNOMON**

**Best of Term - 2019**

Enviroment Exterior (Houdini)

**Best of Term - 2020** (Shared project)

Animation Effects - Explosion

**Best of Term - 2020**

Animation Effects - Grains

**Best of Term - 2020**

Animation Effects - Magic