



# Gonzalo Teixeira

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. Excellent team player, open to receive feedback.

## Skills

- Fast learner
- Art Direction
- Troubleshooting
- Team player
- Communicative
- 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

2018 - 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:

- CSI Vegas Season 1, Episode 1 (Paper sheets flying and forming an image of the suspect on the window)
- Unbearable Weight of Massive Talent (2022) Smoke simulations for a rocket, not in the final movie
- Rainsin Dion Season 2 Extinguisher smoke simulations

### FX Artist / Luma Pictures

Melbourne, Australia

September 2021 - Current day

Creating FX for various Feature Films and episodic shows:

- Hakweye (Glass window destruction with RBD)
- SpiderMan No Way Home (Debris, Dust, 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)

### FX Technical Director (TD)/ Framestore FRAMESTORE

September 2024 - Current Day

Worked on:

- How to Train your Dragon (2025) (Lava projectiles, smoke, embers, debris, dust and water simulations)
- Warmachine (2025) Explosion, dust, debris, rocks, sparks simulations
- Street Fighter (2026) Concrete destruction, dust, debris and Bison Energy effect simulations

[www.teixidorvfx.com](http://www.teixidorvfx.com)

[g.teixidorvfx@gmail.com](mailto:g.teixidorvfx@gmail.com)

IG: @g\_teixidor

## 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

Environment 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