

MIKE KRUEGER

VISUAL EFFECTS ARTIST

www.mk-vfx.com
mike@mk-vfx.com
310.988.8914

GOAL

A position as an FX Artist in a creative environment with the focus of particle control and dynamics simulation for film and television.

QUALIFICATIONS

- Passion for the art of visual effects and providing the best possible product.
- Able to work independently or as part of a group with strong communication skills.
- Strong analytical and troubleshooting skills to produce solutions to complex problems.
- Experienced with tight deadlines and dedicated to completing projects on time.
- Adept at learning new software and plugins expeditiously.

AREAS OF EXPERTISE

Skilled in the areas of particle control & simulation, rigid/soft body simulation, rigging, texturing, lighting, and compositing.

COMPUTER SKILLS

3D	3ds Max Maya Houdini Vue Reelflow
Scripting	Maxscript MEL Python
Plugins	mental ray Vray RayFire FumeFX Afterburn Krakatoa Stoke PFTools Box #2 & #3 GrowFX PullDownIt
Compositing	After Effects Nuke Combustion
Adobe	Photoshop Illustrator Premiere Pro InDesign Encore
Microsoft	Word Excel PowerPoint

EDUCATION

Gnomon School of Visual Effects

Maya Fast Track Certification | December 2011

The Art Institute of Philadelphia

Bachelor of Science Degree in Media Arts & Animation | June 2006

EMPLOYMENT

FX Artist | Encore Hollywood | September 2015 - Present

Creating various 3d effects from fluid and particle simulations to rigid body dynamics under tight deadlines for multiple TV shows concurrently. Also scripting custom tools to speed up productivity.

FX Artist & Nuke Compositor | Pacific Vision Productions | Mar 2015 - Aug 2015

Creating CG animations and effects. Compositing CG & live action, set reflection paint outs and clean plating, beauty clean up, TV screen replacement, and rotoscoping. Also python scripting, pipeline development and troubleshooting.

continued →

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EMPLOYMENT (continued)

Freelance FX Artist | January 2010 - Present

Duties include creating various effects utilizing particle systems, rigid body dynamics, fluid simulations, & custom script/tool creation.

Freelance CG Concept Artist | July 2009 - Present

Duties include producing 2D & 3D concept renderings from start to finish for clients.

Render Wrangler | Mind Over Eye | July 2014

Managed the render farm & troubleshoot errors.

FX Artist | “Drink” Short Film | September 2013

Simulated smoke fluids & setup render passes.

FX Artist | “White Storm” Short Film | May 2013 - June 2013

Created a procedural growing tree, simulated fluids, created particle systems for 3D debris, setup custom render passes.

Lead FX Artist | “Recoil” Short Film | February 2013 - June 2013

Created a fully 3D black hole asset from concept designs mixing animated geometry and fluid simulations.

FX Artist | Coyote Post | April 2013

Mika “Popular” music video: prepared 3D models for fracturing, simulated destruction/crumbling of characters, setup vray render passes, managed the render farm.

CG TD | HOAX Films | December 2012 - February 2013

Created a workflow for landscaping integration, produced virtual HDRI environments, uv unwrapped models, developed procedural shaders, optimized render settings, setup custom vray render passes, produced fluid effects, managed the render farm including setting up new nodes, created custom MEL & python scripts, created custom Nuke tools.

Composer | Andy Grammer “Miss Me” Music Video | August 2012

Motion tracked shots, composited cg stickers to the plate.

FX Artist | “Tabula Rasa” Short Film | April 2012 - May 2012

Motion tracked shots, simulated fluids & particles, lit, rendered and composited final shots.

CG Specialist/Designer | The Borden Agency, November 2006 - July 2009

Duties included producing 3D concept renderings & animations, vehicle wraps, print ads & promotional items, and tour video graphics.