
Nikita Pavlov – Senior VFX Artist

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WORK EXPERIENCE

BLUR STUDIOS – Houdini Lead FX TD / Houdini Pipeline Developer

March 2016 - Present

SWTOR: Knights of the Eternal Throne | Titanfall 2 | Lawbreakers | Destiny 2 | Far Cry 5 | unannounced projects

- ◆ Created heavy destruction, volumetric, and particle-based effects under tight production deadlines while simultaneously prototyping necessary OTL infrastructure to publish resulting assets to other departments.
- ◆ Implemented a ground-up pipeline to integrate Houdini with the existing studio software.
- ◆ Collaborated with leads and TDs to develop tools to ingest, version, publish, and render proprietary assets.
- ◆ Supervised and creatively directed the FX team on a series of animated commercials.

WETA DIGITAL – Senior FX TD

June – December 2015

Maze Runner 2: Scorch Trials | The BFG | Spectral

- ◆ Simulated photoreal hero destruction and viscous fluids using rigid body, buoyancy and MPM solvers.
- ◆ Prototyped Mantra look development for the heavily art-directed abstract dreams on *The BFG*.
- ◆ Wrote detailed walk-through tutorials for the studio RBD pipeline and taught it to newly hired artists.

DREAMWORKS ANIMATION

FX Sequence Lead

September 2011 – March 2013

Turbo

- ◆ Guided artists' shot iterations, both technically and creatively.
- ◆ Assigned shot work and managed inventory on multiple sequences to assist the production supervisor.
- ◆ Delivered consistently ahead of schedule and under bid, both for myself and for artists under my supervision.
- ◆ Designed and maintained three large effects systems used by other artists in over 50+ shots.
- ◆ Implemented compositing standards and templates in Nuke for the FX department.

Interim Head of Effects

June 2011 – July 2011

Puss In Boots (DreamWorks Dedicated Unit in Bangalore, India)

- ◆ Supervised twenty FX artists on two concurrent shows during critical delivery period.
- ◆ Guided artists during daily rounds in translating and implementing VFX Supervisor's vision.
- ◆ Resolved technical and creative challenges among the FX team.
- ◆ Taught workshops on advanced Maya and Houdini techniques and proprietary studio tools.

Senior FX Developer / Animator

July 2006 – January 2015

Kung Fu Panda | Monsters vs. Aliens | Shrek Forever After | Megamind | Puss In Boots | Mr. Peabody & Sherman | How to Train Your Dragon 2 | Home | Penguins of Madagascar

- ◆ Created visual effects in Maya and Houdini, utilizing fluid, rigid body, volume, and particle simulations; hand-crafted animation; procedural behaviors; custom proprietary shaders; and other techniques.
- ◆ Delivered multiple concurrent shots for shows on a tight production schedule.
- ◆ Developed the look for variety of effects, including the cloud vortex on *Peabody*, pseudo-fluid martini simulations in *Shrek*, procedurally grown beanstalk in *Puss In Boots*, and automated debris and dust generation in *Kung Fu Panda*.
- ◆ Designed and built numerous MEL, PyQT and OTL interfaces to encapsulate complex FX systems.

EDUCATION

Carnegie Mellon University, Pittsburgh, PA

Master of Entertainment Technology, 2006 • GPA: 3.85

Cornell University, Ithaca, NY

Bachelor of Arts in Computer Science, 2004 • Magna cum laude • GPA: 3.87

SKILLS

- ◆ **Software:** Houdini, Maya, Nuke, Photoshop, AfterEffects.
 - ◆ **Programming Languages:** Proficient in Python, MEL, C++, Java. Familiar with HScript, PyQT, HTML, Unity, Google Suite.
 - ◆ Experience with workflow documentation, public presentations, improvisational acting.
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HONORS AND PUBLICATIONS

- ◆ Annie Award nomination 2013: Outstanding Achievement, Animated FX in an Animated Production (*Turbo*).
- ◆ Siggraph 2012: Co-author and co-presenter of "Magic Beanstalk Ride in *Puss In Boots*" talk.
- ◆ Siggraph 2008: Co-author and co-presenter of "*Kung Fu Panda* Bridge Destruction" talk.
- ◆ Jeffrey Katzenberg "Excellence in Teaching" Award, 2011.