
Nikita Pavlov | FX Supervisor, Senior FX Artist, and Houdini Developer

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WORK EXPERIENCE

AGBO – FX & CFX Artist

2024

Love, Death+Robots | Dungeon Fighter

- ✓ Refined and iterated on stylized humanoid cloth and hair solves across dozens of concurrent shots.
- ✓ Wrangled a hero 700-frame RBD destruction shot and optimized it for real-time integration into Unreal Engine.

BLUR STUDIO – FX Supervisor / Senior FX Artist / Houdini TD

2016 – 2023

Love, Death+Robots | Terminator: Dark Fate | Call of Duty | Elder Scrolls | Spider-Man PS4 | Destiny | et al.

- ✓ Supervised and creatively directed teams of FX artists on multiple AAA game trailers and in-game cinematics, both in-person and remotely on Zoom/Google Hangouts.
- ✓ Acted as supervisor, FX lookdev and lead artist on the *Swarm* episode (*Love, Death+Robots Season 3*).
- ✓ Designed and implemented a ground-up pipeline to integrate Houdini into Blur's 3DS Max-centric infrastructure. Worked alongside pipeline TDs to identify, prototype, test and integrate new tools and features.
- ✓ Authored and maintained the FX department wiki for tool and workflow documentation.
- ✓ Recorded extensive training tutorials for new hires, including designing sample scenes and assets.
- ✓ Converted and documented existing setups into dozens of reusable Houdini galleries to speed up workflow.
- ✓ Created heavy destruction, volumetric, and particle-based effects under tight production deadlines.

WETA DIGITAL – Senior FX TD

2015

Maze Runner 2: Scorch Trials | The BFG | Spectral

- ✓ Simulated photorealistic hero destruction and viscous fluids using proprietary rigid body, buoyancy and MPM solvers.
- ✓ Prototyped Mantra look development for the heavily art-directed abstract dreams on *The BFG*.
- ✓ Wrote detailed walk-throughs for the studio RBD pipeline and taught it to other newly-hired freelancers.

DREAMWORKS ANIMATION

FX Lead (*Turbo*)

2011 – 2013

- ✓ Guided artists, 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 deployed by other artists in 50+ shots.
- ✓ Implemented compositing standards and templates in Nuke for the FX department.

Interim Head of Effects (*Puss in Boots*)

2011

- ✓ Supervised 20 FX artists during critical delivery period at the DreamWorks satellite studio in Bangalore, India.
- ✓ Resolved technical and creative challenges to translate and implement the VFX supervisor's vision.
- ✓ Taught interactive workshops on advanced Maya and Houdini techniques and proprietary studio tools.

Senior FX Developer / Animator

2006 – 2015

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

- ✓ 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 VFX techniques.
 - ✓ Developed the look for reusable FX setups, including the cloud vortex on *Peabody*, faux-fluid martini simulations in *Shrek*, procedurally-grown beanstalk in *Puss In Boots*, and procedural debris and dust generation in *Kung Fu Panda*'s massive destruction sequences.
 - ✓ Designed and built numerous MEL, PyQT and Houdini OTL interfaces to encapsulate complex FX systems.
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EDUCATION

University of California – Los Angeles (UCLA)

Certificate in Creative Writing, 2023 • Earned with distinction

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, Unreal, Niagara, Nuke, 3DS Max, Photoshop, Procreate, AfterEffects, ShotGrid.
 - **Programming Languages:** Python, VEX, MEL, C++, Java, Google Suite.
 - Experienced with workflow documentation, public presentations, creative writing, and improvisational acting.
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HONORS AND PUBLICATIONS

- **Siggraph 2017:** Featured presenter at SideFX's Houdini HIVE workshop, showcasing a procedural spiderweb generation setup.
- **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*" panel.
- **Siggraph 2008:** Co-author and co-presenter of "*Kung Fu Panda* Bridge Destruction" panel
- James M. Kirkwood Literary Prize nomination, 2022.
- Jeffrey Katzenberg "Excellence in Teaching" Award, 2011.