



**brian  
alvarez**  
fx lighting compositing

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## Education

Savannah College of Art and Design  
BFA in Visual Effects, Cum Laude  
May 2008

## Objective

Primary: FX Artist/TD  
Secondary: Lighting TD, Compositor

## Professional & Technical Skills

Trained in artistic foundations including 3D design, 2D design, drawing and color theory.

Experienced in the technical and aesthetics of both realistic and stylized vfx.

Proficient in Max (Krakatoa, Thinking Particles, V-Ray, Rayfire, PFlow, FumeFX), Houdini (Pyro, FLIP, Mantra), Maya (fluids, nCloth, nParticles, V-Ray, Arnold), Realflow, After Effects, Nuke, Shake, Photoshop, and Fusion. Comfortable with Softimage XSI, Naiad, and Zbrush. Worked in Windows, Linux, and Mac OSX.

## Experience

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| Jan 2013 to Mar 2017 | Blur Studio ( <a href="http://www..blur.com">www..blur.com</a> )<br>Lead FX Artist<br>Responsible for look deving, simulating, rendering and compositing particles, fluid, soft and rigid body effects on various video game cinematics and feature films. Helped to create training material and setups for new employees. Projects I've worked on: Avengers: Age of Ultron, Thor: The Dark World, Halo War 2, Halo 2: Anniversary, Middle-earth: Shadow of War, Elder Scrolls Online, League of Legends, Batman: Arkham Knight, and Rainbow Six: Siege. |
| Feb 2010 to Dec 2012 | Psyop ( <a href="http://www.psyop.tv">www.psyop.tv</a> )<br>FX Artist<br>Responsible for look deving, simulating and rendering particles, fluids, soft and rigid body effects on various commercials. I have worked with and lead other effects artists.<br><br>Clients include Planters, Nescafe, Schweppes, Jim Beam, Dodge Ram, Lowes, Lexus, Jolly Rancher, Droid, Airwick, Nike, Coke, Pepsi, Citroen, Sony, Best Buy, Nissan, and Vitaminwater.   |
| Mar 2009 to Dec 2009 | Logan ( <a href="http://www.logan.tv">www.logan.tv</a> )<br>FX Artist<br>Responsible for animating and rendering particles and fluid effects on various projects including Dante's Inferno, Twizzlers, Zombieland, Ballisto, and Vanquish.  |