

# Kate Xagoraris

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I am a Houdini visual effects artist that creates off the shelf creations. I am a faithful, engaging team leader. I have additional experience in video game development, 3D Modeling, environment design, lighting, and rendering. I would enjoy meeting with you to discuss possible employment opportunities..

## Experience

### **VFX Artist - Mr X - March 2021 - Present**

- Created effects and simulations for production.
- Rendered simulations and effects.

### **VFX Artist - Deluxe Entertainment - July 2020 - March 2021**

- Created effects and simulations for production.
- Rendered simulations and effects.
- Helped Lead diagnosis shots for animation changes that would impact FX.
- Diagnosed fx builds and created setups for production.
- Assisted in VFX layout.
- Created and Modified Comp Setups for Effects
- Helped Diagnose Pipeline Tools
- Assisted in Onboarding of Artists in The Studio

### **Houdini VFX Artist - Soho VFX - September 2019 - June 2020**

- Created Visual Effects for Production
- Created Materials for Visual Effects in Houdini
- Lighted Visual Effects in Houdini
- Render Wrangled

TV Shows:

-Umbrella Academy Season Two(2020)

-The Boys Season Two(2020)

Movies:

- Chaos Walking(2021)
- Bad Boys for Life(2020)
- Togo(2019)

#### **Freelance - Ftrack - March 2020 - Present**

- Houdini Article Researcher and Writer
- Tutorial Creation

#### **LRC Artist - Snowball Studios - June 2019 - September 2019**

- Assisted in FX integration
- Modified and created lighting for scenes
- Rendered out shots
- Composited the shots
- Diagnosed renders
- Completed plate prep
- Rendered Visual Effects

TV Shows:

- Alien TV

### **EDUCATION**

2016-2019

Humber College, Etobicoke

-3D Animation \*Honours \*Peer Mentor \*Open House Volunteer

-Advanced Diploma

### **Continued VFX Studies and Other Activities**

2016-Present

-Currently operating a VFX site aimed at researching VFX and breakdowns for beginners.

- Currently researching how the field of atomic science and quantum mechanics can be implemented in Houdini.

-Currently a VFX tutorial artist. With a focus for beginner VFX students.

-Humber College Peer Mentor and Open House Volunteer.