

# Kate Xagoraris

Toronto, Ontario | 289-788-1864 | [eleanorxagoraris@gmail.com](mailto:eleanorxagoraris@gmail.com) |

<https://www.linkedin.com/in/kate-xagoraris-237970161/> || <https://www.katexagoraris.com/> ||

<https://www.imdb.com/name/nm11282691/>

I am an Intermediate Houdini FX artist who creates off-the-shelf creations. I am also a freelance scientific visualization artist and VFX professor. For nearly five years, I have been an active member of the visual effects community, both globally and locally, in my hometown of Toronto, Canada.

## Experience

### **Intermediate VFX Artist - Spin VFX -September 2022 - Present**

#### **1 Year 6 months**

Responsibilities included:

- Minor Pipeline wrangling
- Helped develop, pitch, and address publishing issues
- Created Pyro, FLIP, and various other effects
- Developed R&D effects for productions
- Created studio documentation
- Problem solved between Katana-based lighters and Houdini Artists
- Learned and Adapted to USD

Productions:

- Antman: Quantumainia
- The Continental: From the World of John Wick
- Monster High 2
- Beacon 23

### **3D Generalist - BrokenEdge Studios - Jan 2024 - Jan 2024 - Freelance**

#### **1 Month**

- Lighting Development
- Motion graphics development
- Rendering and compositing assistance

**Houdini Scientific Visualization Artist - California Academy of Sciences · Freelance - Sept 2023 - Oct 2023**

Created workflows in PDG

- Created scientific visualizations of stars in Houdini. White Dwarfs and Red Giants
- Experience with Karma-based materials
- Build creation, standardization, and modification
- Modified LOP setups
- Followed and referenced scientific documents

**Supervisor - Think Tank Training Center - Aug 2023 - Present - 8 Months**

- Supervised Students entering, onboarding, and concluding the program
- Managed overall aspects of the program
- Helped organize other faculty members
- Industry outreach
- Program development
- Recorded required content per week
- Provided accurate directions and communication

**VFX Curriculum Designer - July 2023-February 2024**

- Created and Designed Content and Curriculums for Courses
- Supervised and Reviewed Course Material
- Peer Reviewed Course Content

**Freelance FX Artist - Snowball Studios July 2023 - December 2023**

- Developed Toon Shaders
- Developed Toon lighting setups
- Developed main FX builds
- Worked in tandem with the 2D FX artists
- Combined 2D and 3D FX
- Created last-minute builds for the productions
- Imported Assets into Maya
- Problem solved with existing pipeline issues

**Visual Effects Professor - Conestoga College - Seasonal - December 2023- Present 3 Months**

- Taught 3D Motion Graphics
- Taught Sidefx Houdini basics
- Lighting, Rendering, and Animation Casics

### **FX Artist - Snowball Studios Ltd. - Jul 2023 - Jul 2023 - Freelance**

#### **1 Month**

Bat wheels Season 2

- Created last minute builds for the productions. I was called on during an emergency last-minute push.
- Imported Assets into Maya
- Problem solved with existing pipeline issues

### **Visual Effects Artist - The Animation Workshop, VIA University College · Contract Part-time - Sept 2022 - November 2023**

- Taught Internationally in Denmark
- Managed a classroom of less than 20 students
- Taught VEX, and Python for beginners
- Project finalization
- VFX history lectures
- Project finalization
- Career help

### **Visual Effects Artist - Savages ·Aug 2022 - Sep 2022 - Freelance**

#### **2 Months**

- Helped make graphics for Lizzo's The Special Tour.
- Made 3D graphics/Motion Graphics for live projections.

### **VFX Artist - MPC -March 2021 - August 2022 - Full Time**

#### **1 Year 6 months**

Responsibilities included:

- Created interaction effects
- Created secondary effects for characters
- Created Mattes for compositing and additional Albedo and rendering attributes for lighting
- Kept track of builds and documentation
- Led junior artists through onboarding
- Participated in company activities such as event committees.
- Organized events for artists leaving and entering the studio

- Tested new pipeline tools
- Created builds to hand off to other artists
- Worked with international teams and helped them troubleshoot issues.
- Provided additional support for productions
- Tested and created HDAs
- FX Training

Created Effects for the Following productions:

- Raised By Wolves Season Two
- The Adam Project
- Nightmare Alley
- The Witcher
- Vikings: Valhalla
- Plane
- Chupa

**VFX Mentor - CG Spectrum -April 2021 - Present - Seasonal  
2 Year 11 Months**

- Helped students with Houdini and VFX issues
- Answered questions and problem-solving with students
- Actively engaged students with one-on-one Q&A sessions

**VFX Professor and Curriculum Designer- Humber College -October 2021 - 2022 \_ Seasonal**

**Created The Houdini Visual Effects for Film and Immersive Media Program (Never Launched)  
8 Months**

- Created Curriculum Outlines
- Oversee Asset Development
- Onboarded Teachers
- Created Students resources
- Gathered Industry Input

**VFX Professor of the Houdini and Technical Animation Course - 5 Months**

- Taught in the 3D Modelling and Visual Effects Production Program
- Houdini simulation basics
- Career help
- Project guidance

**VFX Professor - Houdini.School · Permanent Part-time**  
**Jun 2021 - Present 2 Year 9 Months**

Created the Following Courses:

- Scientific Phenomena in Houdini
- History of Houdini
- Visualizing Protein Data Bank Information

**VFX Artist - Company 3(Formally Deluxe Entertainment) -July 2020 - March 2021**  
**9 Months**

- 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

**VFX Teacher- Domestika · Contract Part-time - Jan 2022 - Apr 2022**  
**4 mos**

- Helped design a Houdini course that never made it onto the internet, due to company restructuring.

**Houdini Freelance Consultant/Artist - FTrack - Mar 2020 - Oct 2021- Freelance**  
**1 Year 8 Months**

- Houdini Article Researcher and Writer
- Tutorial Creation

**Houdini VFX Artist - Soho VFX - September 2019 - June 2020 - Full Time**  
**10 Months**

- 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)
- Cinderella (2021)

### **LRC Artist - Snowball Studios - June 2019 - September 2019 - Full time 4 Months**

- Prepared plates for Comp
  - Lighted animations, and visual effects.
  - Edited and modified light rigs according to the lead's advise.
  - Problem solved through render setting, and rendering errors
  - Created camera movement, and shakes.
  - Composited finished renders, and prepped them for export to client.
  - Helped with VFX integration into our workflow, under lead's approval.
  - Color corrected Visual Effects
  - Render Wranged
- 
- TV Shows: Alien TV

### **EDUCATION**

Humber College, Etobicoke

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

-Advanced Diploma