

Sam Klock

Effects Artist

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404 - 997 - 3875

Objective: Currently seeking Houdini/Effects Artist positions.

Technical Experience

Primary Tools:

Houdini
Mantra

Secondary Tools:

PRMan
Nuke

Environments:

Python
RSL
csh/tcsh
HScript

Work Experience:

Walt Disney Animation Studios

March 2013 — October 2013

Assistant Effects Artist — Worked on Frozen to create realistic effects as well as uniquely art directed effects.

Digital Domain

November 2012 — February 2013

Effects Artist — Worked on Iron Man 3 developing 3d solutions in Houdini to multiple types of effects for the movie as well as using established workflows.

Walt Disney Animation Studios

March 2012 — October 2012

Effects Trainee — Worked with established effects artists to further my artistic eye as well as learn the ins and outs of the Disney pipeline.

Effects Apprentice — Worked on Wreck-It Ralph to create elements and workflows as well as create tools to enhance existing methods.

Side Effects Software Inc.

June 2011 — Dec 2011

Effects Intern — Worked on various effects for marketing purposes as well as tutorials to be released in the future. Also worked on internal alpha testing of Houdini and improving documentation for release.

Education:

Savannah College of Art and Design

June 2011

Visual Effects & Technical Direction