

Ben Fowler - FX TD

Based in London, United Kingdom

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Professional Profile:

7 years Houdini experience; likes technical challenges, organized, fast learner.

I am able to work individually and as part of a team. I have strong communication skills and enjoy working on new and exciting projects.

Technical / Core Skills:

Houdini - Working knowledge of Pyro, RBD, Flip, Cloth, VEX scripting and Pop simulation

Maya - Modelling, Shading and Rendering

Nuke - Rotoscoping, Compositing CG assets, Creating matte paintings

Shotgun - Creating projects, Scheduling shots

3DS Max - Rendering, Lighting

Substance Designer - Creating Procedural Textures for assets

3DE - Camera Tracking / Matchmove

Experience:

2023 – 2023

DNEG - FX TD

Creating high quality effects for feature film and TV shows such as:

- Dune: Part Two
- Citadel

2021 – 2022

ScanlineVFX – FX Artist

Created a wide variety of high quality effects for shows such as:

- The Batman
- The Flash
- Andor
- Aquaman 2
- Moonfall

2020 – 2021

Escape Studios Studio Assistant – Adv. 3D Short Course – Houdini Course

Assisted students completing the 3D Visual Effect course as well as the Houdini FX course.

2017 - 2020

Escape Studios – The Art of Visual Effects BA – First class

Worked as FX Artist in various group projects and Directed ‘Orbit’ group project, completed individual assignments involving FX.

2018 December - Work experience at Industrial Light and Magic.

2018 - Project: Destroyer of Worlds

Rotoscope Artist