

# **MIKE KRUEGER**

## **VISUAL EFFECTS ARTIST**

www.mk-vfx.com  
mike@mk-vfx.com  
818.984.8486

### **GOAL**

A position as an FX Artist in a creative environment with the focus of particle control and dynamics simulation for film and television.

### **QUALIFICATIONS**

- Passion for the art of visual effects and providing the best possible product.
- Able to work independently or as part of a group with strong communication skills.
- Strong analytical and troubleshooting skills to produce solutions to complex problems.
- Experienced with tight deadlines and dedicated to completing projects on time.
- Adept at learning new software and plugins expeditiously and writing tools for efficiency.

### **AREAS OF EXPERTISE**

Skilled in the areas of particle control & simulation, rigid/soft body simulation, rigging, texturing, lighting, and compositing.

### **COMPUTER SKILLS**

3D	3ds Max   Maya   Houdini   Vue   Reelflow
Scripting	Maxscript   MEL   Python   HScript   VEX
Plugins	mental ray   Vray   RayFire   FumeFX   Afterburn   Krakatoa   Stoke PFTools Box #2 & #3   GrowFX   PullDownIt
Compositing	After Effects   Nuke   Combustion
Adobe	Photoshop   Illustrator   Premiere Pro   InDesign   Encore
Microsoft	Word   Excel   PowerPoint

### **EDUCATION**

#### **Gnomon School of Visual Effects**

Maya Fast Track Certification | December 2011

#### **The Art Institute of Philadelphia**

Bachelor of Science Degree in Media Arts & Animation | June 2006

### **EMPLOYMENT**

#### **FX TD | Double Negative | June 2017 - January 2018**

Created weapon and destruction fx from inherited tools as well as building out tools and making custom destruction setups.

#### **FX Artist | Encore Hollywood | October 2016 - May 2017**

Creating various 3d effects from fluid and particle simulations to rigid body dynamics under tight deadlines for multiple TV shows concurrently. Also scripting custom tools to speed up productivity.

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### **EMPLOYMENT (continued)**

#### **FX TD | Double Negative | June 2016 - September 2016**

Created 3d rigid body and smoke simulations, scripted a custom tool for rigging chain links using python and mel, and set up rope simulations from an inherited system.

#### **FX Artist | Encore Hollywood | September 2015 - May 2016**

Created various 3d effects from fluid and particle simulations to rigid body dynamics under tight deadlines for multiple TV shows concurrently. Also scripting custom tools to speed up productivity.

#### **FX Artist & Nuke Compositor | Pacific Vision Productions | Mar 2015 - Aug 2015**

Created CG animations and effects. Compositing CG & live action, set reflection paint outs and clean plating, beauty clean up, TV screen replacement, and rotoscoping. Also python scripting, pipeline development and troubleshooting.

#### **Freelance CG Concept Artist | July 2009 - Present**

Duties include producing 2D & 3D concept renderings from start to finish for clients.

#### **FX Artist | "White Storm" Short Film | May 2013 - June 2013**

Created a procedural growing tree, simulated fluids, created particle systems for 3D debris, setup custom render passes.

#### **Lead FX Artist | "Recoil" Short Film | February 2013 - June 2013**

Created a fully 3D black hole asset from concept designs mixing animated geometry and fluid simulations.

#### **FX Artist | Coyote Post | April 2013**

Mika "Popular" music video: prepared 3D models for fracturing, simulated destruction/crumbling of characters, setup vray render passes, managed the render farm.

#### **CG TD | HOAX Films | December 2012 - February 2013**

Created a workflow for landscaping integration, produced virtual HDRI environments, uv unwrapped models, developed procedural shaders, optimized render settings, setup custom vray render passes, produced fluid effects, managed the render farm including setting up new nodes, created custom MEL & python scripts, created custom Nuke tools.

#### **CG Specialist/Designer | The Borden Agency, November 2006 - July 2009**

Duties included producing 3D concept renderings & animations, vehicle wraps, print ads & promotional items, and tour video graphics.