

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 dynamics simulation for film and television as well as tools creation for other artists.

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, compositing, and also scripting for tools.

COMPUTER SKILLS

3D	3ds Max Maya Houdini Vue Realflow
Scripting	Maxscript MEL Python HScript VEX
Plugins	mental ray Vray RayFire Phoenix FD FumeFX Afterburn Krakatoa Stoke PF Tools 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

Senior FX Artist/Pipeline TD | Picture Shop/Ghost VFX | March 2018 - Present

Creating various 3d effects from fluids and explosions to rigid body dynamics under tight deadlines for multiple TV shows. Also scripting custom pipeline tools for other artists for efficiency and speeding up productivity.

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.

continued →

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EMPLOYMENT (continued)

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.

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.

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.

Freelance CG Concept Artist | July 2009 - Present

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