

MICHAEL MANLEY.

CONTACT

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SKILLS

- **Houdini**
 - VEX Scripting
 - Procedural Tools
 - Particle Sims
 - RBD
 - FLIP
 - Mantra
- **Nuke Basics**
- **Maya Basics**
- **Office Suite**

PROFESSIONAL OVERVIEW

Dedicated and detail-oriented **VFX professional** with a strong foundation in **organization, multitasking, and teamwork.**

EXPERIENCE

March 2024- Present

Freelance

Houdini FX Artist

- Providing VFX expertise to clients, primarily in Houdini.

March 2022- March 2024

ZERO VFX Studio

Houdini FX Artist

- Utilized math-based and creative skills to create simulated visual effects for feature films such as **Challengers (2024)**, **Gran Turismo (2023)**, and **I Wanna Dance With Somebody (2022)**
- Managed multiple assignments under tight deadlines, showcasing excellent multitasking and organizational skills.
- Communicated effectively with various teams to ensure project goals were met to the client's satisfaction.
- Utilized VEX to alter and art direct RBD, FLIP, Pyro, and particle simulations.

EDUCATION

September 2021 - December 2021

Technicolor Academy

Houdini FX Trainee

- Trained in industry best practices for simulated effects for feature film.

May 2020

Savannah College of Art and Design (SCAD)

BFA, Animation

- Trained in industry best practices for simulated effects for feature film.