

markingle

New York, USA
markingleukc@gmail.com
www.markinglevfx.com



Showreel Link

EXPERIENCE

Freelance Houdini FX Artist

June 2017 - Present

Working both remotely and in-house on VFX related projects, mainly using Houdini. Effects include: fluids, smoke & pyro, destruction, particles, rigid bodies, cloth, and motion graphics.

Framestore

Nov 2016 – June 2017

Junior FX TD. Working in Houdini, Mantra, Arnold and Nuke.

EDUCATION

Bournemouth University
Digital Effects MA, Distinction.

Sep 2015 – Sep 2016

University of Kent
Digital Arts BA, First Class Honors.

Sep 2011 – July 2015

SOFTWARE SKILLS

Extensive

- Houdini
- HScript, VEX
- Mantra
- Nuke
- After Effects, Premiere, Photoshop
- Windows, Mac OS, Linux

General

- Maya, 3DS Max
- Shotgun
- Python
- V-Ray, Arnold, Redshift
- PFTrack
- Unity, CryEngine, Unreal Engine

WORK ELIGIBILITY

I have dual nationality between USA and UK, and have the option to live and work in either on a permanent basis.