

CARLOS FELIPE GARCIA MURILLO

Vancouver, Canada
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EDUCATION

Vancouver Film School
Diploma, 3D Animation and Visual Effects
Vancouver, BC 2012

Universidad de los Andes
B.Sc. Systems and Computer Engineering
Bogotá, Colombia 2011

WORK HISTORY

Double Negative
September 2015 – June 2016
Vancouver, BC
ATD

- Developed tools for the pipeline and artist
- Support issues with the pipeline
- Projects: **Alice through the looking glass**, **Star Trek Beyond**

Rainmaker
September 2014 – September 2015
Vancouver, BC
FX Artist

- Created all types of simulations in Maya (Water, RBD, Soft body, Fluids, etc...)
- Created rigs for the FX using expressions with Python and MEL
- Projects: **Bob the Builder**

Gener8 Digital Media Corp
January – June 2014
Vancouver, BC
IO Automation Coordinator

- Created automated tools in Python and Nuke for the VFX Pipeline
- Increased the team productivity by processing files more efficiently
- Projects: **Godzilla**, **Maleficent**, **Jupiter Ascending**.

Electronic Arts
April – December 2013
Burnaby, BC

Associate Technical Artist

- Created tools for artists and the pipeline in MEL, Python and C# to assist the team making assets
- Created the flag simulation for front-end UI
- Project: **FIFA World Cup 2014**.

Gener8 Digital Media Corp
January – March 2013
Vancouver, BC

Junior Compositor

- Composite and complete procedural painting work for stereo conversion
- Project: **300:Rise of an Empire**

Pragma S.A.
February – June 2011
Bogota, Colombia

Junior Project Engineer

- Worked in SuperNet (The transactional system of Santander Bank)

Universidad de los Andes
August – December 2010
Teacher Assistant of Modeling and Digital Simulation

COURSES

Course: “Houdini Pyro FX in Film Production”
CG Workshops – CG Society
Online, 2015

Course: “Destruction in Houdini”
CG Workshops – CG Society
Online, 2014

Course: “Introduction to FX using Houdini”
CG Workshops – CG Society
Online, 2013

Course: “Basic course on drawing focused on physiognomy and caricature”
Escuela Nacional de Caricatura
Bogotá, 2010

SKILLS

Programming:

- Languages: PyQt, C#, Python, MEL, JAVA, Assembler, Sql.
- Version control: P4, Git.

Software:

- Houdini, Autodesk Maya, Autodesk 3ds Max, The Foundry Nuke, PFTrack, Adobe Photoshop, Adobe Premiere.

REFERENCES

- Available upon request