

Andres Perez

Los Angeles, Ca

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Versatile CG Generalist and Houdini FX Artist with a strong aptitude for acquiring new skills and a focus on creating efficient, innovative solutions. Proven ability to optimize workflows and deliver high-quality assets.

Professional Experience

Ntropic

Santa Monica, CA

Houdini FX Artist - CG Generalist

Jun 2023–Present

A VFX post house / production company that works on high end advertising for many well known brands such as Apple, Meta, Pepsi, Nike, and others. By having small teams of skilled artist they can compete with large studios and deliver successful projects around the globe.

- Developed procedural 3D models, character rigs, animations, and dynamic simulations (Vellum, Bullet, FLIP, Pyro, and Pop networks), resolving technical issues for advertising visual effects.
- Constructed 3D models and applied detailed textures for various digital assets and environments.

Otis College - Blizzard Entertainment

Los Angeles, CA

Fashion Digital Consultant (Part Time)

Jun 2022–Present

A partnership with Otis College and Blizzard entertainment to create immersive experiences featuring notable IP such as Diablo and Overwatch. A large scale project that combines LED screens and Unreal Engine with practical sets and models in a runway setting.

- Featured on LA Times, highlighting the creative use of graphics technologies in the world of fashion.
- Built procedural environments, including sets, materials, textures, lighting, and final compositing within Unreal Engine.
- Executed and optimized ten distinct, engine-compatible, looping cloth and hair simulations, ensuring real-time performance and visual fidelity.
- Implemented and administered an Ayon pipeline server, maintaining version control and structured project organization.

Projects

Verizon Red Hot Campaign | Procedural Modeling

- Dynamic type melting. Utilizing a custom spline-based solver and procedural geometry assembly to deliver fast, art-directable results and facilitate rapid localization across multiple languages.

Oralb Projects

- Autopilot | procedural abstract effects - animation
 - Created a responsive procedural light ring OTL using Houdini Vex scripting and keyframe animation, enabling dynamic adaptation to input animation and realistic interaction with gum and teeth geometry.
- Why Change | bacteria simulation
 - Created a custom solver node to accurately model bacterial mitosis, along with plaque spread and decay processes.
 - Developed a camera-driven resolution system to facilitate quick, high-detail zoom shots from real-world to microscopic perspectives.

Informatica Launch | gen AI workflow for virtual production

- Generative AI workflow for virtual production, ensuring precise camera alignment and subject continuity across dynamic stage environments.
- Implemented first-frame control techniques, utilizing 3D blockouts to establish and maintain consistent camera perspectives.

SAP Out of Home | Vellum Sims

- Vellum cloth setups for digital apparel in international OOH campaigns (including Times Square, Piccadilly Circus), designing systems capable of dynamic scale adjustment to counteract global transformation issues.

AES Maximo | asset texture - lookdev

- Created high-resolution procedural texture networks in Mari for varied robot states; generated procedural solar panels using Houdini COPs 2.
- Converted source CAD data into production-ready UDIM workflows.

Applied Intuition | USD pipeline dev - Houdini procedural animation

- developed usd pipeline tools in houdini solaris to establish a branding toolkit.
- Engineered tools to publish and integrate USD files into the pipeline and Deadline render farms.

Bannana Boat | small scale pyro

- Engineered sunscreen spray nozzle simulations with dynamic parameters to match new nozzle designs and performance specifications.
- Created integrated pyro and particle FX simulations to realistically depict sunscreen application, detailing spray dynamics, atomization, and surface interaction.

Internal Pipeline Development

- Programmed USD publishing system, streamlining asset integration and version control between Houdini and Maya.
- Implemented automated mesh error detection protocols to avoid duplication and incorrect publishing.
- Developed Python-based Slack notification integrations for real-time publish updates, improving team communication and workflow transparency.

Ocean Spray | fluid simulations

- Created dynamic FLIP fluid simulations for cranberry bog sequences, ensuring integration with match-moved live-action plates and matching collisions with live action actors.

Zepbound | 3D modelling - Kinefx Workflow

- Implemented an automated KineFX character generation workflow, producing scalable, rigged procedural figures with built-in articulation and controllers.

Pepsi Captain Morgan Cobrand | Lookdev - Shaders

- Authored advanced shaders and established look development scenes for a hero Pepsi can asset, matching practical photography for interchangeable use in production.
- Houdini OTL setup for dynamic condensation, achieving realistic surface droplet formation and behavior.

Pepsi Superbowl Branding | Procedural Modeling - otl dev

- Houdini HDA creation for procedural neon sign generation, streamlining asset creation and enabling scalable production for Pepsi's Superbowl campaign.
- Modular architecture for versatile deployment on "deep screen" 3D out-of-home displays.

Xfinity Paris Olympics AR experience | Procedural Rigging and Animaton

- Implemented a data-driven solution for an AR experience, utilizing 4D point cloud geometry from Olympic athletes to generate procedurally rigged and animated wheelchair motion from initial velocity and positional inputs.

Technical Skills

Softwares: Houdini, Mari, Substance Painter, Zbrush, Python, Maya, Deadline, Renderman, MaterialX, USD, Unreal Engine, Ayon Pipeline, Davinci Resolve, Marmoset Toolbag, Photoshop, Comfyui, Gravity Sketch, Substance Modeller

Areas of Expertise: VFX Simulation, Digital Painting / Design, 3D modeling, texturing, Set Design, CG Environments

Programming Languages: Python, Vex, Hscript

Education

Otis College of Art and Design

Digital Media, Entertainment Design, B.A. with honors, 3.75 GPA

Los Angeles, CA

2019-2023

Awards

Deans List; 4x Recipient

2019 - 2023

Otis College Presidential Scholarship; 4x Recipient

2019 - 2023