

ARLON SWADERS

FX Artist / Technical Director

Nationality	Dutch
Date of birth	16-10-1993
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As FX-Artist I have a big passion for both CGI and motion pictures. I've always had a broad technical insight and problem solving skills, which in turn help me to come up with surprising solutions. My enthusiasm, traits of perfectionism and curiosity empower me to aim high and achieve great results. I enjoy working in a team sharing this enthusiasm and ambition to produce the visuals that helps telling epic and beautiful stories.

WORK EXPERIENCE

Grid-VFX, FX Artist / TD | September 2015 - Present

Marnies World, Animated feature

- FX tools and setups in Houdini
- Houdini Pipeline & Tool development

Harvie and the Magic Museum, Animated feature

- Various FX setups in Houdini
- Houdini Pipeline & Tool development

Deep, Animated feature

- Created various FX setups in Maya and Houdini
- Custom pipeline integration in Houdini using Shotgun Python Toolkit

Freelance, VFX / 2nd Camera-op | May 2016 - June 2016

My Rode Reel '16, Short film

- Pre-visualization, Modeling > Surfacing, Tracking, Compositing

Freelance, VFX / 2nd Camera-op | July 2015

Subconsciousness, Short film

- Shot cleaning and VFX

Grid-VFX, Junior Technical Director | September 2014

Michiel de Ruyter, Live-action feature

- Developed a custom Maya node and set of tools to manage cannon fire in battle scenes

Grid-VFX, CG Generalist | Juli 2014 - September 2014

Ooops! Noah is gone...., Animated feature

- FX Wrangling
- Created water interaction FX and destruction FX

WORK EXPERIENCE - CONTINUED

NHTV, Technical Lead | 2013 - 2014

Cosmosaurus, Animation Short, Team Project

- *Supervised technical art, Created and Simulated various Visual Effects and Dynamics*
- *Rigging, Pipeline, Layout, Editing*

PostNL, Letter Carrier | 2012 - 2014

Dirk van den Broek, Supermarket Employee | 2009 - 2012

- *Coordinated fellow employees, Supported customers, Loaded and unloaded supplies*

SKILLS

3D Packages	Maya	Houdini FX	Realflow	Mudbox	ZBrush	Blender
Compositing	Nuke	Fusion	PFTrack			
2D Packages	Photoshop	Illustrator	Premiere Pro			
Programming	Python	MEL	C#	JavaScript	PHP	
API	Maya Python API	Shotgun Toolkit	PySide	W3C DOM		
	Google Sheets API					
Rendering	Arnold	Mantra	V-Ray	Mental-Ray		
Production Tools	Shotgun	Google Spreadsheets	Flowchart			
Languages	English	Dutch				

EDUCATION

Bachelor in International Game Architecture and Design | 2011 - 2015

NHTV University of applied science, Breda, The Netherlands (Graduated: July 2015)

Secondary education | Graduated in 2011

Markland College, Oudenbosch, The Netherlands

INTRESTS & ACTIVITIES

Film (Cinematography), Sailing, Snowboarding, Drone operator, Gaming,
Electronics & Tech, Mechanics