

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

Pixomondo, FX TD | April 2018 – Present

The Wandering Earth, Live-action feature

- *Team Lead*
- *FX tools and setups in Houdini*
- *Houdini Pipeline & Tool development*

Grid-VFX, FX Artist / TD | September 2015 – March 2018

Marnie's 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 – October 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, FX Intern | July 2014 – August 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	Realflo	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	
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