Nathan Huseth
Houdini FX Artist

Contact
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nathanhuseth.com

Software
Houdini
Maya
Nuke
Substance Painter
Programming
(VEX, Python, HTML/CSS, JavaScript, XSLT)

Technical Skills
Houdini FX
(FLIP Fluid, Pyro, RBD, Particle Systems, Procedural FX & Modeling)
Modeling/Texturing
Lighting

Skills
Problem Solving
Critical Thinking
Collaboration
Adaptability

Awards
2022 | NATAS Student Production Award – Short Form
The Lumberjack and the Woodpecker

Education

Master of Arts in Visual Effects — Exp. Graduation Fall 2022
Savannah College of Art and Design | Savannah, GA

Bachelor of Fine Arts in Animation — 2021
Savannah College of Art and Design | Savannah, GA

Bachelor of Fine Arts in Graphic Design — 2013
University of Wyoming | Laramie, WY

Associate of Multimedia — 2010
Laramie County Community College | Cheyenne, WY

Work Experience

Laramie County Community College — 2014–2019
Marketing Designer
- Hired as Web Developer/Multimedia Designer, promoted in 2016
- Created high-quality marketing print and digital materials
- Collaborated with marketing team on campaign creation
- Maintained institutional website content management system

University of Wyoming — 2013–2014
Web Designer/Developer
- Hired as part-time graphic designer, hired full-time in 2014
- Developed templates, concepts, and assets for institutional website
- Designed marketing advertisements, mailers, and web pages
- Trained website content coordinators across multiple departments

Collaborative Projects

Crossing Over | Student Short Film — 2021–2022
Director: Trent Bellet
- Lead Visual Effects Artist
- Responsible for water simulation on three shots, and initial R&D
- Managing a team of three visual effects artists

Maneki | Student Short Film — 2020–2022
Director: Erika Clift
- Lead Character rigger and Technical Director
- Responsible for two full character rigs and adjustments on all rigs
- Contributed to lighting and texturing

The Lumberjack and the Woodpecker | Student Short Film — 2020–2021
Director: Connor Bushover
- Responsible for Mrs. Pecky bird rig
- Created hero tree and environment assets
- Contributed to texturing environment assets and lighting multiple shots

Kaghati | Student Short Film — 2020–2021
Directors: Amanda Jayapurna, Stanley Soendoro
- Lead character rigger
- Responsible for character rigs, prop modeling, prop rigging, and kite cloth simulation