



### 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

### Contact

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# Nathan Huseth

## Houdini FX Artist

### Education

- Master of Arts** in Visual Effects 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

- FuseFX** Jan. 2023–Sept. 2023  
**CG Generalist**
  - Collaborated with supervisors and other artists to create high-quality realistic CG elements for film and television
  - Developed Houdini simulations, including smoke, viscous fluid, rigid body dynamics, and procedural effects
  - Rigged Maya characters and props for animation and tracking tasks
  - Generated Houdini environments with procedural and manual methods
- 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:** Gabriela Orlandi Fernandes, 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
- The Lumberjack and the Woodpecker | Student Short Film** 2020–2021  
**Director:** Connor Bushoven
  - 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