

Rachael G. Campbell  
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**Education:** **Savannah College of Art and Design (SCAD), Savannah, GA**  
2006 Bachelor of Fine Arts; Cum Laude, Visual Effects  
**Institute of Psycho-Structural Balancing (IPSB), Los Angeles, CA**  
2013 Massage Technician

**Professional Skills:**

Strong knowledge of particles FX for creation of natural phenomenon.  
Able to learn new software packages and adapt to different work environments quickly.  
Experience working with others to create content  
Strong shot artist and problem solving skills.

**Software Knowledgeable:**

Side Effects Software Houdini 8 - 12  
Adobe Photoshop, Nuke, Shake, HTML  
Operating Systems: Linux, MacOS, Windows

**Work Experience:**

Feb. 08 – Present **Santa Monica College** **Santa Monica, CA**  
**Houdini Instructor**  
Teach students basic and intermediate Houdini skills  
Develop curriculum and content to teach  
Develop their skills and minds for work in production through projects and concepts

March 13 – April 13 **Wolf & Crow** **Los Angeles, CA**  
**Houdini FX Artist**  
Choose particle generation location, particle sims, light and render  
Help junior teammates with technical and artistic complications  
Setup multi-tiled renders for 14K print ads

Nov 11 – Feb 13 **Rhythm & Hues** **El Segundo, CA**  
**Houdini Artist**  
Work with a small team to setup shots to match concept work  
Light and render shots for a feature films Life of Pi and Seventh Son  
Fx and lighting work

Aug.11 – Nov.11 **Prologue** **Venice, CA**  
**Houdini FX Artist**  
Work with a small team to setup shots to match concept work  
Light and render shots for a feature film  
Upres sims and surfaces on a very tight deadline

Jul.11 – Aug 11 **Method** **Santa Monica, CA**  
**Houdini FX Artist**  
Work with team mates and setups for shots with an established look  
Develop and troubleshoot shots and setups without established looks or pipelines  
Complete sparks, atmo, debris, smoke trails, lightning balls on a very short deadline

Feb.11 – May 11 **Sony Imageworks** **Los Angeles, CA**  
**Technical Director, FX**

Work with team mates and setups for shots with an established look  
Develop and troubleshoot shots and setups without established looks or pipelines

Oct. 10 – Nov. 10                      **Motion Theory**                      **Los Angeles, CA**

**Houdini Artist : Motts Delicious New World**

Worked closely with asset development and lighting  
Shot layout, animation and assisted rendering for all CG shots

Jun. 10 – Sep. 10                      **Digital Domain**                      **Venice, CA**

**Houdini Artist**

Salvage assets and scenes that no longer functioned  
Well organized, go to person for many team members when it came to details due to the large breadth of elements I was responsible for  
Worked successfully within a large pipeline with the tools given  
Able to make sudden, short deadlines and successfully multitask on 6+ shots  
Pre-vis timing and assets for final hero sequence

Jan. 10 – May 10                      **Asylum**                      **Santa Monica, CA**

**Houdini Artist**

Animate particles and render instance points for hand off to lighting  
Develop the look for confetti shots without prior concepts  
Able to pick up other artists shots when necessary  
Digital asset testing, recommending changes, farm testing, minor compositing  
Voluntarily documented studio workflow and pipeline for the wiki and farm render node

Nov. 09 – Dec. 09                      **Ring of Fire**                      **Santa Monica, CA**

**Houdini Artist**

Finish shots for Human Target commercial: worked with and updated assets, animated bullet time bullets and distortion, textured bullets, lit and rendered all elements.  
Created a water splash and blowing leaves for a Wisconsin Lotto commercial.

Jan. 09 – Jun. 09                      **Asylum**                      **Santa Monica, CA**

**Houdini Artist**

Light and render all missile smoke trails for *Gentlemen Bronco* film  
Smoke sims for *Transformers 2*, as well as reanimating missile paths, lighting and rendering missiles  
Minor compositing for dailies, minor digital asset upkeep  
Animation for pitches

Sept. 07 – Oct. 08                      **Method Studios,**                      **Santa Monica, CA**

**Houdini Artist**

Developing Effects for commercials.  
Tracking for many of my own shots.

Feb. 07 – Aug.07                      **Side Effect Software Inc,**                      **Santa Monica, CA**

**Houdini Intern**

Developed Houdini 9 FX Tool Digital Assets and FX Tool Helpcards for download from the Houdini Exchange.  
Instructed classes on Lighting and L-Systems and developed the content for those courses.  
Assisted Instructors during SIGGRAPH and Side Effects Software classes.  
Tested Houdini 9 Beta Software.  
Effects for animated short for Side Effects production demo.  
Mentored with professionals at Digital Domain.

**Awards:**

Featured Student Visual Effects Show: Spring 05, Winter 06, Spring 06, Summer 06  
Dean's list 2002-2006  
Academic merit scholarship from Savannah College of Art and Design

**Extracurricular Activities:**

United Student Forum Visual Effects Student Representative, Student Government Participant and Student Liaison, SCAD Crew Team, Bartending, Westlake Fire Department Volunteer.

**Interests:** Massage, Cars, Racing, Photography, Music Concerts, Video Games, Reading, Traveling, Beer and Wine Tasting, Comics, Movies, Art.