

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

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 - 11
Autodesk Maya
Adobe Photoshop
Nuke, Shake, Boujou, HTML
Operating Systems: Linux, MacOS, Windows

Work Experience:

- Aug.11 – Present **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
- 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
- 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: Photography, Music Concerts, Video Games, Reading, Traveling, Beer and Wine Tasting,
Comics, Movies, Art.