

# ALVARO SEGURA

530 W. 7th Street. Los Angeles, CA 90014. P. 310 8699829. Email: [alsegura@gmail.com](mailto:alsegura@gmail.com)

## PROFILE:

Sr. FX Artist with more than 10 years of experience.

## AREAS OF EXPERTISE:

Skill-set includes generating and controlling fluid dynamics, using custom vector fields, forces and collisions.

Controlling rigid body dynamics by creating and passing custom attributes to different Houdini contexts.

Development of custom systems with specific parameters for simulation of any dynamic phenomena.

Creating procedural systems using and combining VEX and VOP expressions.

Implementing technical solutions and developing effective setups for different types of effects using and mixing Houdini operators such as sop, pop, dop, vop, shop and rop.

Great understanding of Lighting, Rendering and Compositing effects elements using Mantra and Nuke.

Problem Solving skills that includes programming and integration of algorithms for better development of custom tools in Houdini.

Softwares: Sidefx Houdini. Nuke

## WORK EXPERIENCE:

- Houdini FX Lead at MPC  
October 2016 - Present
- Freelance Sr FX TD at Atomic Fiction  
September 2016 - October 2016 (2 months)  
Creating Effects for Pirates of the Caribbean and The film Office Christmas Party.
- Sr. Effects Artist at DreamWorks Dedicated Unit  
January 2016 - August 2016 (8 months)  
Creating and implementing effects for Dreamworks animated films, including Trolls and Boss Baby.
- Sr. Effects Artist at DreamWorks Animation (Glendale, Los Angeles).  
October 2015 - January 2016 (4 months)
- Sr. Effects Artist at Method Studios  
May 2014 - October 2015 (1 year 6 months)  
Development of visual effects for feature films and commercials.
- Freelance FX Artist at Logan  
April 2014 - May 2014 (2 months)  
Effects development for TV Commercials.
- Freelance FX Artist at The Mill  
March 2014 - April 2014 (2 months)  
Creating effects for TV Commercials.

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- Freelance FX TD at Logan  
October 2013 - February 2014 (5 months)  
Developing effects for a video game trailer.
- Houdini Tutor at CMIVFX  
May 2012 - February 2014 (1 year 10 months)  
Creating Houdini video tutorials for FX TD's:  
Houdini Network Relationships Vol1:  
<http://www.cmivfx.com/tutorials/view/513/Houdini+Network+Relationships+Vol+1>  
Houdini Debris System:  
<http://www.cmivfx.com/tutorials/view/479/Houdini+Debris+Systems>
- Freelance Houdini TD at Look Effects  
September 2013 - October 2013 (2 months)  
Developing effects for feature film (NOAH).
- Freelance Houdini Artist at Fellow L.A.  
June 2013 - September 2013 (4 months)  
Creating Effects for TV Commercials.
- Freelance Houdini TD at Logan  
May 2013 - June 2013 (2 months)  
Developing effects for TV commercials.
- Freelance Houdini TD at Lookfx  
February 2013 - May 2013 (4 months)  
Creating effects for Noah, including fluids, particles, and procedural systems using Houdini.
- Freelance Houdini TD at Logan  
January 2013 - February 2013 (2 months)  
Creating effects for a TV Commercial.
- Freelance Houdini Artist at Gentleman Scholar Studios  
October 2012 - November 2012 (2 months)  
Developing Effects for TV Commercials.
- Head of Houdini Training at VFX Learning Ltd.  
November 2011 - October 2012 (1 year)  
Creating a program divided in three levels for training students to learn Houdini from basic to advanced level.  
Students can become Effects Technical Directors when finishing level 3.
- Freelance Sr. FX TD at Sony Pictures Imageworks  
March 2012 - June 2012 (4 months)  
Creating effects for Hotel Transylvania using Houdini and proprietary tools.
- Freelance FX TD at Blue Sky Studios  
December 2011 - March 2012 (4 months)  
Creating fluids, particles and dynamics for Ice Age 4
- Freelance FX TD at Prologue Films  
May 2011 - September 2011 (5 months)  
Creating fluids and particles for Breaking Dawn - Part 1

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- Freelance FX TD at Sony Pictures Imageworks  
January 2011 - May 2011 (5 months)  
Creating FX for Green Lantern using Sidefx Houdini and Katana
- Freelance FX Artist at Prologue Films  
December 2009 - January 2011 (1 year 2 months)  
Creating VFX for Ironman 2, and Tron using Houdini and Maya
- Freelance Technical Animator at Rhythm & Hues  
June 2009 - October 2009 (5 months)  
Work with rigging department creating fur system and cloth dynamics for Alvin and the Chipmunks (The Squeakquel).
- Freelance 3D Artist at Prologue Films  
May 2009 - June 2009 (2 months)  
3D Graphics and VFX
- Freelance Houdini Artist at Ring of Fire Studios  
March 2009 - June 2009 (4 months)  
Fur Look Development and Dynamics using Houdini
- Freelance Maya Artist at Paranoid us  
February 2009 - March 2009 (2 months)

## EDUCATION:

Devry University (Sherman Oaks Los Angeles)  
Degree Name BS in Game Simulation Programming  
Field Of Study Game Simulation Programming  
Dates attended 2010 – 2013  
Activities and Societies: Dean's list honored every semester.

Fundacion Neumann (Caracas -Venezuela)  
Degree Name BA Graphic Design  
Dates attended 1986-1990

## HONOR & AWARD:

Grid Markets's Featured Artist  
honor descriptio: Artist spotlight for gridmarkets.com  
Houdini Featured Artist:  
<http://www.gridmarkets.com/alvaro-segura.html>

7 Regional Emmy Awards in New York City and Florida (Suncoast):