

# LUCAS STRINGHETTI

FX ARTIST / HOUDINI FX TD

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DEMOREEL (password: lucas321): <https://vimeo.com/272037837>

## SOFTWARE KNOWLEDGE

- Houdini
- Maya
- Nuke
- Mantra, V-Ray, Renderman & Arnold
- Realflow
- After Effects
- Photoshop
- Katana
- Marvelous
- SpeedTree
- MARI
- Substance Painter

## RELATED EXPERIENCE

MPC, Montréal, Quebec - Canada

### FX Artist

2019– Present

Developing FLIP, ocean, RBD, pyro, grain, POP and procedural setups using Houdini.  
Strong knowledge in VEX & Python.

- Artemis Fowl (2020)
- Sonic: The Hedgehog (2020)
- Dolittle (2020)

MPC, Montréal, Quebec - Canada

### CFX Artist

2018 – 2019

Developing cloth and fur setups, tools and scripts in python using Houdini and Maya.  
More than 20 cloth setups (RigFX builds) developed.

- Shazam (2019)
- Artemis Fowl (2020)
- The One and Big Ivan (2020)

Vetor Zero/Lobo.cx, São Paulo, SP - Brazil

### Lead FX Artist / Houdini FX TD

2017 – 2018

Development of simulations (Pyro / RBD / FLIP / Cloth / Grain), procedural tools using the Houdini Engine, Houdini / Maya pipeline integration. Development of tools in VEX and Python. Responsible for the leadership, productivity and learning of the simulation team. Eventually responsible for rendering simulations on Mantra.

- LACTA 5 STAR "CHOCOLATE WORLD" - Gold Cannes Award 2019;

Peixe Dourado, São Paulo, SP - Brazil

### CEO and Art Director

2015 – 2017

Produce audiovisual content with the use of 2D/3D animation, VFX, composition and stop-motion.

## EDUCATION

Cadritech, São Paulo, SP - Brazil

**ZBrush fundamentals**

2016

Sculpt, paint and texturizing

AXIS, São Paulo, SP - Brazil

**Modeling and texturing in Maya**

2016

Hard Surface modeling, UV Mapping, Shaders, Lighting and Rendering (Arnold and MentalRay)

UNIP, Brasília, DF - Brazil

**Bachelor in Administration**

2014 – 2017

Business & management

EXIN, On-line

**Certification ITIL V2 Foundation**

2009

Information Technology Infrastructure Library, IT service management (ITSM)

UniCEUB, Brasília, DF - Brazil

**Computer Engineering**

2008 – 2011

Software & Hardware, C++

Kislansky, Brasília, DF - Brazil

**Sculpture workshop**

2002

Clay sculpting of the human figure course

## PUBLICATION

3D Artist (Issue 120)

**Beach Simulations in Houdini FX**

2018

How to create an animated beach diorama from start to finish using Houdini. Explaining the entire workflow of the process, going through modeling, emitter creation, simulations, water mesh creation, foam, bubbles (VDB) and finalizing it with shader, lighting and render.

## LANGUAGES

Portuguese – Native speaker

English – Proficient

Spanish – Intermediate

French – Intermediate