

# Kkye Hall

📍 Melbourne, VIC  
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## FX ARTIST

I am a CG generalist with a focus on Houdini FX and pipeline. I come from a game development background, and have since moved into the film industry. I now work as the sole CG artist in the fledgling VFX department of a post production facility in Melbourne. Check out the details below:

## Work History

### Visual Effects Artist,

Soundfirm PTY LTD

Melbourne, VIC

11/2019 – Current

*Blueback (expected release early 2022)*

- Underwater particle simulation advected using pyro sim
- Organic sculpting, modelling, and shading
- Camera and object tracking

*Children of the Corn (expected release: late 2021 to early 2022)*

- Developed complex multi-solver setup to drive large scale explosion simulation. Requirements of the sim were to achieve fastest possible results using the limited resources of a single workstation. This was achieved by faking sparse solving running on a dual GPU setup.
- Created 1 million instance+ cornfield with wind and dynamic interaction with explosion debris
- Noodled multi-tiered fire sim of cornfield entirely ablaze
- Developed simple automation using PilotPDG and .git version control in an effort to reduce user error when saving and versioning project files + renders.

*Nitram (release: 30<sup>th</sup> September 2021)*

- RBD destruction simulation, procedural grass instancing, and procedural texturing
- Crowd simulation with procedural variation set up for rendering using Redshift
- Initial development of a USD workflow using Solaris

## Skills

- Houdini FX simulations
- Automation and tool development
- Python Scripting
- 3D Modelling (procedural and hand crafted)
- Traditional lighting techniques and cinematography
- Material development and shading
- Real-time rendering in both Unity and Unreal Engine
- Camera and object tracking
- Simple Nuke composites

## Software

- Houdini
- Nuke
- Blender
- Maya
- Unreal
- Unity
- Photoshop
- GIT version control

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### RnD

- Upgraded outdated Houdini nodes to run using OpenCL for improved performance.
- Developed Shotgun watch folder for quicktimes using Python. Sends status updates to Slack channel using the Bolt API. Contained package for easy deployment on any internet connected machine. Quick changes can be made using a config file.
- Developed pre-vis tool using Unity that allowed for the use of simulated physical lenses + organising shots into a timeline for real-time playback.
- Initial development of virtual production stage using Unreal engine and NDisplay. Working prototype created with an ad-hoc network between two machines. One render node and one server. Server machine doubled as virtual scouting station allowing for real-time edits of virtual set in VR.

### Freelance,

#### Kkye3D

08/2018 – 04/2021

##### *Constellation Australia.*

- Product renders for brand concept.

##### *RMIT Activator Startup showcase.*

- Augmented reality application development using Unity and Vuforia.

## Education

### Bachelor of Games and Interactivity,

#### Swinburne University of Technology

03/2016 – 05/2019

- Undertook units focusing on developing a broad understanding of the Australian film and games industries. Capstone project was called *Sol Floreo* and was exhibited at PAX AUS 2018

### Certificate III in Interactive Digital Media,

#### Chisholm TAFE

02/2014 – 10/2015

- This was where I began. I created my first mobile game called Melon Runner. Created in flash, the game was cross platform running on iOS and Android. This introduced me to game programming and keyframe animation. Exhibited at VCAA Top Designs 2016

### Social

[artstation.com/kkye](http://artstation.com/kkye)

[linkedin.com/in/kkye-hall](https://www.linkedin.com/in/kkye-hall)

[instagram.com/kkye\\_3d](https://www.instagram.com/kkye_3d)

### Volunteering

#### CG Futures 2019

Melbourne, VIC

12/2018 – 03/2019

Developed and released AR app to Google Play and Apple app store using Unity and Vuforia.

#### Unite Melbourne 2018

Melbourne, VIC

10/2018

Registration clerk and track supervisor.

*More volunteering experience listed on LinkedIn*