

## Contactar

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[ivanpulido.wordpress.com/](http://ivanpulido.wordpress.com/) (Blog)  
[www.ipsvfx.com](http://www.ipsvfx.com) (Personal)

## Aptitudes principales

Houdini

Katana

Mantra

## Languages

Español (Native or Bilingual)

Inglés (Elementary)

## Honors-Awards

Interview by "VFX Magazine It's Art"

## Publications

Workshop Speaker

CICE Spanish Interview

# Ivan Pulido Suarez

Senior Effects Technical Director @ Digital Domain  
Canadá

## Extracto

Senior Effects Technical Director/Lead Artist born in Canary Islands (Spain) with experience in Live actions / Feature Animation and Game Cinematics.

Perfectionist, Reliable and self-motivation, proactive, High level of problem solving, very hard worker. Ability to work to deadlines, excellent eye for detail.

Passionate about the visual effects, friendly and big co-worker.

Creative vision and teamwork.

Web:

[ipsvfx.com](http://ipsvfx.com)

Youtube Channel:

<https://www.youtube.com/user/IvanPulidoFX>

Skills: Fluid Simulations, Effects Supernatural & Dynamic Systems (Rigid & Soft Bodies), Fragmentation and Tool Developer.

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## Experiencia

Digital Domain

Senior Effects Technical Director  
febrero de 2020 - Present (5 meses)

Vancouver y alrededores, Canadá

Sony Pictures Imageworks

Senior Effects Technical Director  
enero de 2019 - febrero de 2020 (1 año 2 meses)

Vancouver y alrededores, Canadá

Important Looking Pirates VFX

Senior Effects Technical Director  
agosto de 2017 - abril de 2018 (9 meses)

Estocolmo, Suecia

## Double Negative

Effects Technical Director

enero de 2017 - abril de 2017 (4 meses)

London

Tasks: Truck Destructions, RBD, Smoke, Particles, Lightnings

## Sony Pictures Imageworks

Sr Houdini FX Technical Director

noviembre de 2015 - agosto de 2016 (10 meses)

Vancouver y alrededores, Canadá

Tasks: Destructions, Smoke Explosions, Fluids, Particles, PBD and Procedural stuffs.

## Axis Animation

Effects TD

marzo de 2015 - agosto de 2015 (6 meses)

AAA+ Game Cinematics, using Houdini:

- Halo 5: Guardians:

· Large Scale Fluids Shots (Snow, Smoke, Particles)

· RBD Rock Smash

· Snow procedural tool (Snow explosions, Footprints and procedural PBD system simulation)

- League of Legends: Cyberpunk:

· Pyro Smoke shots

· Procedural Sparks system

## SERENA DIGITAL

Senior Effects TD

noviembre de 2014 - marzo de 2015 (5 meses)

Spain

"Fruttare" TV Commercial, working on Fluids and Particle Effects using Houdini

## Grid-VFX

Lead FX / FX TD

enero de 2014 - septiembre de 2014 (9 meses)

FX Lead / Houdini FXTD on "Oops! Noah is gone". ("Two by Two").

Tasks: Main large scale fluid simulation sequence, lookdev and developing custom tools and setups for the rest of the team.

My responsibilities in this role include:

- Create Large Water scale sims and setups.
- Assignment / Feedback Tasks, and dailies support.
- FX Look Development.
- Organize and help to the rest of the FX team to finish shots/setups.

Lamppost S.L.

Effects TD

diciembre de 2013 - enero de 2014 (2 meses)

Valencia y alrededores, España

Out of the Dark.

Tasks: water footprints, mercury veins, mercury drops.

CERN

Effects Technical Director

enero de 2013 - noviembre de 2013 (11 meses)

Ginebra y alrededores, Suiza

"The Secret of the Universe" Planetarium Show.

FX TD Artist at CERN the European Organization for Nuclear Research & University of Texas Arlington, creating Galaxies, and Nebula effects for a Planetarium show, rendered at 8K 360°.

Software: Houdini, Max, FumeFX & Krakatoa.

FrostFX

5 meses

Houdini FX Artist

enero de 2013 - enero de 2013 (1 mes)

"Vitalinea 0%"

Liquid Simulations using Houdini FX for a TV Commercial.

Fx Artist

septiembre de 2012 - diciembre de 2012 (4 meses)

"Lisa Limone" The movie.

FX Artist doing CG Water / Coastline Simulations.

Houdini, Realflow, Naiad and Max (Krakatoa, Frost & Vray)

## WorldwideFX

### Houdini FX TD

agosto de 2012 - enero de 2013 (6 meses)

Sofia (Bulgary)

"Olympus has Fallen".

FX Simulations, Smoke collapse & CGI Fluids & Particles everything with Houdini.

Developing tools as Blood Splash Asset, to facilitate the work for all the FX department for the different blood shots.

## WorldwideFX

### FX Artist

marzo de 2012 - junio de 2012 (4 meses)

Sofia, Bulgary

"The Expendables 2"

Effects Artist, using Realfow and Maya.

My responsibilities in this role include:

- Blood Simulations (Realfow)
- Blood Mist (Maya)
- Cloth Holes
- Rendering and pre-compositing

## Maltés Producciones

### FX Artist

julio de 2011 - septiembre de 2011 (3 meses)

"Captain Thunder and the Saint Grail"

## Freelance

### 3D Artist, 3D Visualization & FX

junio de 2001 - marzo de 2011 (9 años 10 meses)

Canary Islands

Freelance worker and carrying out projects 3D visualization especially 3D and Motion Graphics & FX

## Graficas Tirma

### Graphic Designer

junio de 2000 - febrero de 2005 (4 años 9 meses)

Las Palmas de Gran Canaria, España

Graphic Designer on an offset press, responsible for all pre-production and design company.

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## Educación

### 3D Animation Master

Master en 3D, VFX & Animacion, Visual FX, 3D, Animación · (2011 - 2011)

### Advanced Lighting Vray by Lightrender

Vray Masterclass, Masterclass Vray Advanced Lighting · (2010 - 2010)

### Arteneo Graphics Arts School

3D Architectural & Visualization, 3D ArchViz · (2005 - 2006)

### Gran Canaria School Arts

2001, Graphic Designer · (2001 - 2002)