

Jeffrey Charles Higgins

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2011
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Objective

To create images of unparalleled beauty, complexity and realism.

Production Experience

Senior FX TD - [Image Engine](#) - Vancouver, Canada - September 2010 to December 2010

[The Thing](#) [2011]

Maya, Houdini, Mantra, 3Delight, Nuke

Senior FX TD - [Rising Sun Pictures](#) - Adelaide, Australia - August 2010 to September 2010

[Green Lantern](#) [2011]

- * Built a particle rig for simulating contrails off of 2 hero jets
- * Wrote scripts to automate scene setup and export to Houdini
- * Built assets for simulating, shading and rendering contrails in Houdini
- * Setup fluid simulations and rendering for ejection seat pyrotechnics for several shots

Maya, Houdini, Mantra, 3Delight, Nuke

Effects Lead - [Animal Logic](#) - Sydney, Australia - June 2009 to August 2010

[Legend Of The Guardians: The Owls of Ga'Hoole](#) [2010]

- * Simulation and look development of stormy oceans with churn and spray
- * Wrote tools to procedurally build rigs for rendering and simulating volumes (smoke, fire, mist, clouds)
- * Maintained many of the work flow tools to easily deploy scene-based rigs and shaders by the artists on the floor
- * Built a rig for dust and debris (feathers, rocks, fur, dust) for use in fighting sequences
- * Led and mentored artists on varying FX work across the show
- * Attended department meetings to discuss scheduling, pipeline and software development requirements

Maya, PRMan, Python, Nuke

Senior Effects Technical Director - [Image Engine](#) - Vancouver, Canada - April 2009 to May 2009

[District 9](#) [2009]

- * Built a particle rig for simulating blood from severed limbs
- * Worked with R&D to design and implement a toolset for meshing particles
- * Responsible for running the simulation, meshing, and rendering blood across shots

Maya, 3Delight, Python, Nuke

Senior Effects Technical Director - [Moving Picture Company](#) - Vancouver, Canada - November 2008 to April 2009

[The Surrogates](#) [2009]

- * Built a particle rig for simulating fluid emitting from a severed robotic arm
- * Developed tools to quickly setup simulation and rendering scenes to deploy the rig across multiple shots quickly
- * Lead a small team to contribute fluids to 50+ shots

Maya, PRman, Lua, Python, Shake

Research and Development Technical Director - [Moving Picture Company](#) - Vancouver, Canada - March 2008 to October 2008

[The Watchmen](#) [2009]

- * Developed tools for reading / writing realflow data (bin / md / pd) and maya fluid data (mcfp / mcfi)
- * Developed a solution for retexturing (mainly unstretching) maya fluids
- * Developed a particle field which advects particles using maya fluid caches
- * Developed solutions for meshing and rendering water (surfaces, foam and spray) in PRMan
- * Developed a maya deformer for simulating oceans and river surfaces
- * Simulation and Rendering TD for water shots

Maya, Realflow, Houdini, PRman, Mentalray, Lua, Python, Shake

3D Technical Director / R&D Artist - [Moving Picture Company](#) - London, England - May 2007 to February 2008

[The Chronicle Of Narnia: Prince Caspian](#) [2008] - Feather and fur tools - *Maya, PRman, Lua, Python*

Research and Development Engineer - C.O.R.E. Digital Pictures - Toronto, Canada - May 2004 to April 2007

[The Tudors](#) [2007] - Ocean tools and Camera asset - *Houdini, Maya, PRman, PFTrack*

[Silent Hill](#) [2006] - Falling Ash and Retiming assets - *Houdini, PRman, PFTrack*

Skills

Proactive – solves problems before they become them

Fast Learner – learns and masters new software and techniques as production demands it

Reliable – gets the job done in the face of adversity

Team Player – work well with others and can take direction

Requires Minimal Supervision – no hand-holding necessary

Technical Skills

- * Very comfortable with all aspects of Houdini (from SOPs to DOPs, VEX, OTLs and building plugins using the HDK)
- * Very comfortable with all aspects of PRMan (writing shaders, buiding plugins using the various APIs)
- * Very comfortable with all aspects of Maya as well as writing MEL or custom plugins using the Maya API
- * Competent in C/C++ with experience using Qt, and OpenGL in small and large software systems
- * Competent using scripting languages like python, lua, and csh
- * Experienced Linux, Mac and Windows Operating Systems user

Education

Received Bachelor of Mathematics with Joint Honours in Applied Mathematics and Computer Science in a Cooperative Program from the University of Waterloo, Ontario, Canada in April 2004.

Status

Hold passports and citizenship for Canada and Australia

Interests

Please refer to <http://www.iluvfx.com> for more information

References Available Upon Request