



[www.davidsellares.com](http://www.davidsellares.com)

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I am a 3D visual effects artist. I have the ability to work well with a team of CG artists. Skills include fire, dynamics, compositing, lighting and rendering. My aim is to continue to grow in the visual effects field.

### Specialities

3D: Houdini, Maya.

Shader Development: Mantra, Arnold.

Compositing: Nuke, After Effects.

## Education

### **New York University - New York, USA, September 2009 - May 2011**

Masters of Science, Digital Imaging and Design

- Concentration in Visual Effects, Lighting and Rendering

### **Polytechnic University of Catalonia (UPC) - Barcelona, Spain, September 2001 - July 2005**

Bachelor of Science in Multimedia and Programming

### **Facchochschule Salzburg - Salzburg, Austria, September 2004 - January 2005**

Developed my final project as an undergraduate Student

## Experience

### **FX TD – SONY Pictures Imageworks – Montreal, Canada, May 2021 - December 2022**

- Flip Water effects for Jacob and the Sea Beast.

### **Lead FX TD – Cinesite – Montreal, Canada, April 2020 - May 2021**

- Water Lookdev, Pyro Lookdev Fx, and management for Space Jam 2 and Blazing Samurai.

### **FX TD – SONY Pictures Imageworks – Vancouver, Canada, October 2017 - Present**

- Explosions, Volume and Geometry Fx for Spiderman into the Spider-verse and Men in Black 4.

### **FX TD – Digital Domain – Vancouver, Canada, August 2016 - July 2017**

- Destruction, Volumetric effects, Flip effects for Power Rangers, Fate of the Furious, Ready Player One.

### **FX TD – SONY Pictures Imageworks – Vancouver, Canada, June 2015 - June 2016**

- Created volumetric effects. Instanced fire and smoke for a whole sequence. Responsible for developing the tools, fire and smoke Look Dev (Awarded with an Applause Award from SPI).

### **FX TD – MPC Moving Picture Company - Montreal, Canada November 2014-May 2015**

- Developed Water tools. Flip simulations with crowd interaction. Responsible for developing the tools, water R&D, Splash look simulations.

### **FX TD – Ilion Animation Studios – Madrid, Spain, June 2013 – August 2014**

- Working in an Animation feature movie using Houdini and Maya FX creating Rigid Body dynamics, Volumetric effects and Particles.

### **FX TD - Realise Studio – London, UK, February 2013 – March 2013**

## Experience

- Developed a video clip for Blackberry. Responsible for effect animation, lighting and rendering.

### **FX TD – Rise FX – Berlin, Germany, August 2012 – December 2012**

- Created fire, smoke and volumetric effects. Responsible for developing the tools, volumetric effects, lighting, rendering and pre-compositing.

### **FX TD - SideFX Software – Training Program, LA – USA, January 2012 - June 2012**

- Advanced skills in new Pyro 2 toolset in Houdini 12.
- Worked with industry mentor to learn production techniques.
- Developed and instructed classes in Pyro and Dynamics.

### **3D Generalist - National History Museum - NY, USA, August 2011 - November 2011**

- Developed a video for a Space Exhibition. Responsible for camera animation, lighting, rendering and compositing.

### **3D Generalist - NBC Universal YOH - NY, USA, August 2011 - December 2011**

- Created 2D/3D Motion Graphics for American Tv MSNBC Morning Shows.

### **Graphic Designer – Pisos.com - Granollers, Spain, March 2009 - August 2009**

- Responsible for designing iphone Applications to locate accommodations using GPS Technology.

### **3D Designer – UPC Universitat Politecnica de Catalunya - Barcelona, Spain, January 2007 – August 2009**

- Developed a user friendly 3D Interface to teach Civil Engineering.

### **Graphic Designer – UPCNET - Barcelona, Spain, June 2006 - December 2006**

- Created user Interface and Graphic requirements of the organization.