


ZACH JANTZ

CFX ARTIST

CONTACT

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 www.zachjantz.com

SKILLS

Procedural Modeling

Creature and Character Groom

Hair and Cloth Simulation

Application Scripting

Tool Development and Pipeline Automation

Soft Body Simulation

Muscle and Tissue simulation

EDUCATION

BFA Visual Effects

Savannah College of Art and Design

2021-2025

SOFTWARE

SideFX Houdini

Autodesk Maya

Nuke

Substance Painter

Photoshop

Arnold

Redshift

PROFILE

I am a CFX artist and Houdini Technical Director focused on creating quality CFX Pipelines and Tools for Animation and Film.

WORK EXPERIENCE

Animation Assistant

SCAD 2023-Present

- Working with department heads and student leads at SCAD to develop pipelines for the Animation department.
- Creating a variety of CFX tools and Workflows to streamline the student film production process
- Using Houdini and Python to automate asset processing and simulation export in a multi-DCC environment.

Peer Tutor

SCAD 2022-Present

- Working as a tutor for students struggling with classes or looking to take their skills to the next level.
- Tutored students in a variety of software and concepts including Modeling, Lighting, Rendering, and FX in both Houdini and Maya.

Freelance Composer

Self Employed 2022

- Worked as a Nuke compositor on a mock commercial project for Nestle.
- Composited live action plates and green screens in a commercial scenario.
- Worked closely with Visual Effects supervisor to deliver quality updates and iterations throughout production.