

# Zach Jantz

FX Artist / Pipeline TD

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## EDUCATION

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### SAVANNAH COLLEGE OF ART AND DESIGN

Bachelor of Fine Arts  
Major in Visual Effects; Minor in Technical Direction

Savannah, GA  
Expected March 2025

## WORK EXPERIENCE

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### SAVANNAH COLLEGE OF ART AND DESIGN

Peer Tutor

Savannah, GA  
Jan 2023 – Present

- Tutored students in a variety of visual effects skills including FX, lighting, Python, look development, and modeling.
- Assisted students in troubleshooting issues in Houdini, Maya, and Nuke.
- Helped students develop soft skills such as problem solving and time management.

### ACM SIGGRAPH

Student Volunteer

Los Angeles, CA  
Jul 2023 – Aug 2023

- Assisted conference organizers at SIGGRAPH 2023 by working events in addition to providing information and assistance to attendees.

## PROJECTS

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### SCAD x HARBOR PICTURE COMPANY - Lighting Artist

Jan 2023 – Mar 2023

- Developed a mock advertisement as part of a collaborative team project mentored by artists from Harbor Picture Company.
- Responsible for the layout, lighting, and rendering of product visualizations using Redshift and Houdini.
- Created procedural shaders using Redshift and OSL for photo real product look development.
- Modeled hard surface product assets in Maya.

### SCAD x THE MILL - FX Artist

Sep 2023 – Nov 2023

- Created a mock advertisement as part of a collaborative group project mentored by artists from The Mill.
- Developed dynamic effects using pyro and particle simulations in Houdini and Redshift.
- Rigged and animated a vehicle model using Maya.
- Utilized Python to develop scripts and tools for use in Houdini and Maya.

### Rider - Lead Technical Director / FX Artist

Jan 2024 – Present

- Worked with a team of artists to create a 3 minute CG short film.
- Created proprietary pipeline tools for asset management and version control over a collaborative network.
- Designed and simulated hero and secondary pyro FX using custom solvers in Houdini and Arnold.
- Optimized and troubleshoot CG workflows utilizing Houdini and Arnold.

## ACTIVITIES

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### DIGITAL MEDIA CLUB

Treasurer

Savannah, GA  
Mar 2022 – Present

- Managed the club budget and hosted club events to provide a welcoming community for students to learn about visual effects.
- Hosted workshops on utilizing Houdini and Python as a visual effects artist.

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**Skills:** Pyro Effects, Particle Effects, RBD Simulation, Python, Pipeline and Tool development, Linux, Application Scripting, Hair and Cloth Simulation, Lighting, Look Development, OSL, QT, Bash, C++, SQL

**Software:** Houdini, Nuke, Maya, Arnold, Mantra, Redshift