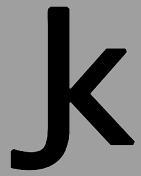


JOHN KESIG

FX TD | 3D GENERALIST



EXPERIENCE

WARM'N FUZZY | Houdini TD (FREELANCE)/ (STAFF)

Remote | March 2024 - April 2024 / April 2024 - November 2024
I setup Houdini in the studio, built tools and plugins, developed workflows, incorporated a new pipeline. When time permitted, I worked on FX related tasks

COACHELLA (2024)
QUALCOMM (2024)

PRISM/SLACK PLUGIN (2024)
PRISM/FAMEIO PLUGIN (2024)

NARRATOR GROUP | Technical ARTIST (FREELANCE)

Remote | January 2024 - March 2024
Developed and implemented scenarios in an immersive virtual/spatial environment

MAERE STUDIOS | FX ARTIST (FREELANCE)

Remote | June 2023 - September 2023
Work on FX simulations and wrote a couple scripts to help develop a Houdini Pipeline
ORIGIN (2024)

LOCKHEED MARTIN | Lead 3D GENERALIST / FX TD

Denver, USA | July 2021 - April 2023
Worked on various FX Simulations, Satellite Assets, and Pipeline. I also lead the VFX/Animation Team, introduced 'ftrack' as a Production Management tool, and managed the infrastructure called Apex as a Systems Admin.

THE LINE - CAPABILITIES OF SPACE (2022)
ORION - DESIGNED FOR DEEP SPACE (2022)

SALT STUDIOS | FX ARTIST (FREELANCE)

New York City, USA | August 2022
I worked on a Fluid Simulation a Kit Kat Commercial
KIT KAT COMMERCIAL (2022)

SEARCH PROS | 3D GENERALIST / FX TD

Sacramento, USA | Dec 2019 - July 2021
I worked on various FX Simulations, Assets, and introduced a Pipeline for Lockheed

MAY 4TH - ORION LIGHTSPEED (2020)
JADO (2020)
NGI - WHAT MATTERS MOST (2021)

MPC FILM | FX ARTIST

Montreal, CAN | Jan 2019 - Nov 2019
I worked on various FX Simulations for the following Feature Films

DARK PHOENIX (2019)
MALEFICENT: MISTRESS OF EVIL (2019)
DOLITTLE (2020)
ARTEMIS FOWL (2020)

TECHNICOLOR Academy | FX ARTIST

Montreal, CAN | Oct 2018 - Dec 2018
Trained in the Technicolor Academy as an FX Artist under MPC's Pipeline

COLLABORATIVE PROJECTS

SHROUDED DESTINY: A STAR WARS FAN FILM (PART 2) | FX ARTIST

Remote | April 2023 - Present
I worked on the FX simulations, most notably the jetpack FX build

TROLL BRIDGE (2018) | FX ARTIST

S. Melbourne, AU | Sept 2016 - April 2018
I worked on various FX simulations, most notably the Snow Interaction

Contact



720-710-6966



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<https://www.johnkesig.com>



[linkedin.com/in/johnkesig/](https://www.linkedin.com/in/johnkesig/)



vimeo.com/johnkesig



github.com/animationem/Scripts

EDUCATION

2016

BFA in 3D Animation & VFX
University of Colorado Denver (UCD)

VOLUNTEER

2015

SIGGRAPH 2015
Los Angeles, USA

SPEAKER

Sept 19th, 2022

N100 Foundations of New Media
Indiana University-Purdue University
Indianapolis (IUPUI)

SOFTWARE & SKILLS

DCC

Houdini | Maya | Nuke | Unreal
Katana | Adobe CC

Scripting

Python | Vex | Mel

Production Management

Shotgrid | ftrack

OS

Linux | Windows

System Administration

Salt Stack | Infoblox | ZFS | NFS
Software & License Management