

JOHN KESIG

FX TD | 3D GENERALIST

EXPERIENCE

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

Remote | March 2024 - April 2024 / April 2024 - Present

Managed the pipeline and infrastructure on top of doing shot work and developing tools and workflows.

COACHELLA (2024)

QUALCOMM (2024)

PRISM/SLACK PLUGIN

PRISM/FRAMEIO PLUGIN

NARRATOR GROUP | Technical ARTIST (FREELANCE)

Remote | January 2024 - November 2024

Developed and implemented training 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 (STAFF)

Denver, USA | July 2021 - April 2023

Worked on various FX Simulations, Satellite Assets, and Pipeline. I also lead the VFX/Animation Team, managed VFX Hardware/Software 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 (CONTRACT)

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 (CONTRACT)

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 - December 2024

I worked on the FX simulations for the Bar fight and a couple additional shots

TROLL BRIDGE (2018) | FX ARTIST

S. Melbourne, AU | Sept 2016 - April 2018

I worked on various FX simulations, most notably the Snow Interaction and Sword FX

Jk

Contact



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[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