

# Shaun Galinak

Effects Artist

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## Objective

To utilize and broaden my knowledge of effects in an environment that allows for creative problem solving and artistic or technical expansion.

## Education

B.F.A. in Visual Effects - Cum Laude - May 2009  
Savannah College of Art and Design, Savannah, GA.

## Professional Skills

### Software Skills

#### Highly Proficient

- \* Side Effects Houdini
- \* Adobe Photoshop
- \* Apple Shake

#### Proficient

- \* Python Programming
- \* Autodesk Maya
- \* Pixologic Zbrush
- \* Pixar's Renderman
- \* Nuke
- \* Linux Environment

## Work Experience

Mr. X Inc. (September 2009 to current) Effects Artist

### Tron: Legacy

-Tool development, render management  
artist support.

### Resident Evil: Afterlife

-Created dust, smoke, and paper elements  
for city destruction shots.  
-Established a method for rendering millions  
of particles in place of volumes.

### Scott Pilgrim Vs. The World

-Created falling snow for 65 shots.

### Hot Tub Time Machine

-Developed a method for rendering dense  
water meshes via delayed load.  
-Created and rendered paper, mist, foam,  
and snow elements.

## Other Work Experience

William Neumann Photography (May-November, 2007)

Digital photo manipulation, repair, and retouch.

Freelance Web Designer and Manager (2004 to current)

Set up and designed websites for various clients