

# JOSEPH IBBETT

## FX ARTIST - HOUDINI ARTIST - 3D GENERALIST - LONDON

### Profile

I'm a passionate FX artist experienced in delivering creative projects who loves creating world class simulations in Houdini. I'm looking to take the next step in my career to work as part of a larger studio. Quick and eager to learn, I am able to pick up new skills and deliver top quality work efficiently. With clear communication and a positive attitude, I enjoy building on-going professional relationships and tackling challenges day-to-day.

### Skills

#### Software

Houdini	
Blender	
Nuke	
Substance Painter	
Adobe Creative Suite	

#### Core Skills

FLIP	Procedural Modelling
Vellum	PBR & Procedural Shading
POPs	Vector & Matrix Math
Pyro	HDAs & PDG
RBD	Redshift & Arnold
Destruction	Karma & Mantra
2D & 3D Animation	Shotgrid
Compositing	VEX & VOPs
Heightfields & Terrain	USD & Material X

#### Languages

English	Native Speaker
Swedish	Working Proficiency
German	Intermediate

### Education

#### Advanced Water FX Course

*Rebelway* August 2022 to November 2022

Covering custom techniques for the full fluid pipeline, from white-water sculpting to underwater advection.

#### Houdini FX Course

*Escape Studios* May 2021 to December 2021

Comprehensive Houdini FX course covering core topics, including VEX, VOPs, Simulation, Procedural modelling, HDAs, Houdini Engine and shading in Mantra/Karma.

#### Mechanical Engineering MEng Masters

*The University of Sheffield* Sept 2011 to Jul 2015

2:1 Degree Awarded

4th Year Masters Thesis published in the Materials and Design Journal in 2015 with an impact factor of 6.3.

### Experience

#### Creative Freelancer

*Self-Employed*

*June 2019 to present*

- Worked with a large variety of clients to produce high quality video, taking projects from concept to finish, implementing feedback and utilising 3D and 2D workflows. Through freelancing I have developed strong project management and organisational skills.

*Passionfruit digital*

- Responsible for producing a YouTube ad, working with the client to develop the concept, blending 3D and 2D workflows. The main destruction shot combines Vellum, particle, RBD and Pyro effects in Houdini, shaded and rendered in Redshift and composited in After Effects.

*MDOTM Investment*

- Tasked with creating futuristic style 3D motion graphics elements, using Houdini to deliver finished renders. The project utilised procedural modelling, VEX and VOPs to build tools to easily layer up and animate effects, composited in Nuke.

#### FX Artist

*MOON Film*

*Jan 2022 to April 2022*

- Completed 3 shots for the short film MOON, implementing feedback from dailies and delivering renders to the compositing team.
- Responsible for POP & FLIP simulations in Houdini, using VEX to art direct drag forces easily. Shading, lighting and rendering completed in Redshift.

#### Senior Biddable & Creative Executive

*MVF Global (Part-time)*

*Mar 2017 to present*

- Execute end-to-end video production to create shorter ads for social media, incorporating motion graphics and VFX.
- Manage paid advertising campaigns across Google, Bing, Facebook, Instagram, Twitter, Pinterest and Snapchat, delivering 50k profit per month.

### Interests

Music production and DJing      Photography, Video and Visual Effects      Competitive Video Games

### References

Toy Lei - MOON *playwithtoy@gmail.com*

Cristin Pescosolido - MOON *cristin@sobo7.com*

Maria Cranfield - MVF *maria.cranfield@mvfglobal.com*