SAUL CENICEROS
Houdini FX Artist | Compositor

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EDUCATION

Otis College of Art and Design, Los Angeles, CA | Jan 2021 - May 2024
BFA Digital Media | Emphasis in Game and Entertainment Design

San Antonio College, San Antonio, TX | Aug 2014 - May 2016
Pre-Engineering Program - 54 Credits

WORK EXPERIENCE

Kess Co | *Junior Toy Designer* | *Aug 2022 - Present*
- Conceptualize and design toy prototypes for retail lineups
- 3D Model and prep designs for in-house 3D Printing

Freelance Commissions | *Mar 2020 - Present*
- Developed and designed custom emotes for various content creators for cross-platform use.
- Visualize the client's idea to be effectively viewed in various resolutions while delivering the content in an expedited timeline

Active Duty Air Force *May 2016 - Nov 2020* | **Air Force Reserve** *Nov 2020 - Nov 2022*
- Perform upload and download of passengers and cargo on military and commercially contracted aircraft.
- Prepare, complete, and maintain air movement records, documents, and reports.

PROFICIENCIES

Software: Houdini | Nuke | Maya | Zbrush | Gaea|Unreal5 | Substance Painter/Designer | Redshift | AfterEffects | Premiere Pro

Technical: Houdini VEX, POP, FLIP, VDB, and Pyro Simulations | Compositing| Unreal Engine 5 | Niagra | Camera Tracking | Hard surface Modeling | Digital Sculpting | Kitbashing| Texturing| Lighting | 3D Printing | UV Mapping

Language: Spanish native-speaking, reading, and writing

Additional Training

Rebelway Academy| 8-10 Week | Senior -Technical Director level Certificate Courses
- **Advanced Compositing for VFX** *8-week course* Feb 2024- Apr 2024
  Intermediate Nuke Compositing covering realism, matte-painting, paint-outs and overall finalizing shots
- **Advanced Houdini FX** *10-week course* Feb 2024- Apr 2024
  Technical Director level course aimed at advanced problem solving, focusing on RBD, Pyro, Collisions and Compositing
- **Python for Houdini Artist** *10- week* Feb 2024 - Apr 2024
  Fundemental course on Python focusing on creating tools and systems for Houdini
- **Procedural City Creation in Houdini** *8-week* Nov 2023 - Jan 2024
  Senior level course on procedural methods of design and using real world data in environment creation
- **Compositing in Nuke** *8-week course* Nov 2023- Dec 2023
  Fundementals course on the inner workings of nuke for clean and optimized compositing
- **Fantasy FX in Houdini** *8-week course* Aug 2023- Oct 2023
  Senior level course on how to approach VFX problems, covering environment, pyro and and nuke compositing

CG Master Academy
- **VEX in Houdini** *8-week course | Jan 2023 - Mar 2023*
  Mentorship course covering VEX in visual problem solving and Houdini tool creation
- **Fundamentals of Houdini for 3D artists** *8-week course | May 2022 - Jul 2022*
  Intensive course in Houdini, including procedural modeling, particles, fluids, and dynamic simulations
- **Hard Surface Modeling for Film** *10-week course | Oct 2019 - Dec 2019*
  Modeling in Maya and Zbrush asset creation with proper forms, appropriate topology, and strategic kitbashing