

# SAUL CENICEROS

Houdini FX Artist | Composer

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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 | Niagara | 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

**Advanced Compositing for VFX** 8-week course Feb 2024- Apr 2024

Nuke Compositing covering realism, matte-painting, paint-outs, and overall finalizing shots

**Advanced Houdini FX** 10-week course Feb 2024- Apr 2024

Advanced problem solving, focusing on RBD, Pyro, Collisions, and Compositing

**Python for Houdini Artist** 10-week course Feb 2024 - Apr 2024

Fundamental course on Python focusing on creating tools and systems for Houdini

**Procedural City Creation in Houdini** 8-week course Nov 2023 - Jan 2024

Course on procedural methods of design and using real-world data in environment creation

**Compositing in Nuke** 8-week course Nov 2023- Dec 2023

Fundamentals course on the inner workings of nuke for clean and optimized compositing

**Fantasy FX in Houdini** 8-week course Aug 2023- Oct 2023

How to approach VFX problems, covering environment, pyro, 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

Houdini course, including procedural modeling, particles, fluids, and dynamic simulations

**Hard Surface Modeling for Film** 10-week course Oct 2019 - Dec 2019

Maya and Zbrush asset creation with proper forms, appropriate topology, and strategic kitbashing