

NICK PFEIFFER

VFX ARTIST



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EXPERIENCE



EDUCATION

Falcon's Creative Group – Orlando, FL

FX Artist – December 2015 – Present

- Created various rigid body simulations using Houdini

Previsionaries – Orlando, FL

FX Artist – October – December 2015

- Created fluid simulations using Bifrost for multiple projects
- Created various smoke simulations using Maya Fluids

Monkey Chow Productions – Orlando, FL

Composer – June – August 2015

- Keyed blue screen plates using Nuke
- Approved and delivered shots to the client
- Scripted tools to automate shot setup which resulted in increased employee productivity and overall workflow improvement

The DAVE School – Orlando, FL

Teaching Assistant – May – July 2015 (3 months)

- Assisted students in completing projects involving modeling, rigging, animation, texturing, and compositing

Allan McKay's FX Technical Director

Transformation Course

(FXTDT Mentorship Program)

FX and Dynamic Simulations –

May 2015 – Present

The Digital Animation & Visual Effects School
(The DAVE School) - Orlando, FL

Digital Animation & Visual Effects – April 2014 –
Graduation April 2015



SOFTWARE

- Realflow
- Bifrost
- Maya
- Mari
- Vray
- Thinking Particles
- FumeFX
- Frost
- Krakatoa
- Premiere Pro
- Nuke
- Mocha
- Shotgun
- Deadline