
Nikita Pavlov – FX Supervisor

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WORK EXPERIENCE

BLUR STUDIO – FX Supervisor / Senior FX Artist / Houdini TD

March 2016 – Present

Elder Scrolls | *Spider-Man PS4* | *Honor of Kings* | *Titanfall 2* | *Destiny* | *unannounced projects*

- ◆ Supervised and creatively directed teams of FX artists on *Spider-Man PS4*, *Elder Scrolls*, and *League of Legends* trailers.
- ◆ Authored department workflow documentation and oversaw training of new hires at the studio.
- ◆ Created heavy destruction, volumetric, and particle-based effects under tight production deadlines.
- ◆ Designed and implemented a ground-up pipeline to integrate Houdini with the existing studio software.

WETA DIGITAL – Senior FX TD

June – December 2015

Maze Runner 2: Scorch Trials | *The BFG* | *Spectral*

- ◆ Simulated photoreal hero destruction and viscous fluids using rigid body, buoyancy and MPM solvers.
- ◆ Prototyped Mantra look development for the heavily art-directed abstract dreams on *The BFG*.
- ◆ Wrote detailed walk-through tutorials for the studio RBD pipeline and taught it to newly hired artists.

DREAMWORKS ANIMATION

FX Sequence Lead

September 2011 – March 2013

Turbo

- ◆ Guided artists' shot iterations, both technically and creatively.
- ◆ Assigned shot work and managed inventory on multiple sequences to assist the production supervisor.
- ◆ Delivered consistently ahead of schedule and under bid, both for myself and for artists under my supervision.
- ◆ Designed and maintained three large effects systems used by other artists in over 50+ shots.
- ◆ Implemented compositing standards and templates in Nuke for the FX department.

Interim Head of Effects

June 2011 – July 2011

Puss In Boots (DreamWorks Dedicated Unit in Bangalore, India)

- ◆ Supervised twenty FX artists on two concurrent shows during critical delivery period.
- ◆ Guided artists during daily rounds in translating and implementing VFX Supervisor's vision.
- ◆ Resolved technical and creative challenges among the FX team.
- ◆ Taught workshops on advanced Maya and Houdini techniques and proprietary studio tools.

Senior FX Developer / Animator

July 2006 – January 2015

Kung Fu Panda | *Monsters vs. Aliens* | *Shrek Forever After* | *Megamind* | *Puss In Boots* | *Mr. Peabody & Sherman* |
How to Train Your Dragon 2 | *Home* | *Penguins of Madagascar*

- ◆ Created visual effects in Maya and Houdini, utilizing fluid, rigid body, volume, and particle simulations; hand-crafted animation; procedural behaviors; custom proprietary shaders; and other techniques.
- ◆ Delivered multiple concurrent shots for shows on a tight production schedule.
- ◆ Developed the look for variety of effects, including the cloud vortex on *Peabody*, pseudo-fluid martini simulations in *Shrek*, procedurally grown beanstalk in *Puss In Boots*, and automated debris and dust generation in *Kung Fu Panda*.
- ◆ Designed and built numerous MEL, PyQT and OTL interfaces to encapsulate complex FX systems.

EDUCATION

Carnegie Mellon University, Pittsburgh, PA

Master of Entertainment Technology, 2006 • GPA: 3.85

Cornell University, Ithaca, NY

Bachelor of Arts in Computer Science, 2004 • Magna cum laude • GPA: 3.87

SKILLS

- ◆ **Software:** Houdini, Maya, Nuke, Photoshop, AfterEffects.
 - ◆ **Programming Languages:** Python, VEX, MEL, C++, Java, Google Suite.
 - ◆ Experience with workflow documentation, public presentations, improvisational acting.
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HONORS AND PUBLICATIONS

- ◆ Annie Award nomination 2013: Outstanding Achievement, Animated FX in an Animated Production (*Turbo*).
- ◆ Siggraph 2012: Co-author and co-presenter of “Magic Beanstalk Ride in *Puss In Boots*” talk.
- ◆ Siggraph 2008: Co-author and co-presenter of “*Kung Fu Panda* Bridge Destruction” talk.
- ◆ Jeffrey Katzenberg “Excellence in Teaching” Award, 2011.