



# Nathaniel Sims

## Lead/Senior FX Technical Director

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Portfolio: www.nsimsfx.com

Lead/Senior Effects Technical Director with 11 years of experience in feature animation and VFX. I am looking to use my leadership experience and unique skill sets to bring diverse perspectives, enrich the project and team, while learning and gaining experience in a creative environment.

## Key Skills

- Houdini
- Nuke
- Maya
- Python
- Vex/Hscript
- Qt

## Professional Experience

April 2021 - Present

### Head of FX

ManvsMachine, Los Angeles, CA

- Supervised effects work and development with creative leadership.
- Built and managed studio production pipeline and renderfarm tools.

April 2018 - April 2021

### Senior Effects Technical Director

Blue Sky Studios, Greenwich, CT

- Created effects tools, designed effects rigs, and took on complex shot work that required many skill-sets to achieve the final looks
- Developed the destruction pipeline for the effects department utilizing USD and solaris.

August 2017 - April 2018

### Senior Effects Technical Director

ZERO VFX, Santa Monica, CA

- Designed effects for features and commercials.
- Worked in a small team to tackle tasks that would require a larger team.
- Created procedural systems and tools to speed up the effects production process.

November 2017 - January 2018

### Senior Effects Artist/Lead

Digital Domain, Santa Monica, California, United States

- Led a team to create effects for a commercial spot
- Designed close up and high detail liquid effects.

March 2016 - August 2017

### Effects Animator

Walt Disney Animation Studios, Burbank, CA

- Moana - Created effects/designed setups for the villain character Teka, along with various other effects.
- Took on many complex shots requiring strong technical skill-sets.
- Wreck it Ralph 2 - Tasked with early look and tool development for many large scale performance effects.

March 2014 - March 2016

### FX Artist

Method Studios, Los Angeles, CA

- Worked on various feature and commercial projects, including features like Avengers, Hercules, and Guardians of the Galaxy.
- Designed tools/effects which were used across multiple films.

October 2014 - September 2015

### Senior FX TD

Psyop, Venice, CA

- Led a team to complete multiple 'Clash of Clans' campaigns
- Created setups and multi department tools to achieve desired looks and delivery
- Contributed to a number of commercial projects in various capacities.

May 2015 - July 2015

### FX Artist

PIXOMONDO, Los Angeles, CA

- Designed Effects for feature film Fantastic 4.

August 2013 - February 2014

### FX TD

Logan.tv, Los Angeles, CA

- Designed effects for multiple commercial spots
- Worked directly with clients to efficiently design their vision.

December 2010 - May 2013

### FX TD/FX Lead

Rhythm & Hues, El Segundo, CA

- Held the titles of Effects Lead and Effects Technical Director on various films.
- Led a team from preproduction to completion on the film 'The Seventh Son'.
- Designed tools and workflows for artists as well as managing their workloads and delivering on time.

## Education

Bachelor of Science in Computer Animation

Full Sail University at Winter Park, FL | 2008 - October 2010