



CV

JUSTIN
DYKHOUSE
Motion / 3D / FX

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2019 to present

▶ **VFX Artist II**
MAGNOPUS (LA) 2019 - Ongoing
Develop, execute and optimize realistic and stylized effects for VR / AR experiences

Integrate effects into realtime pipeline via Unity, Unreal Engine 5, Unreal Engine for Fortnite and proprietary engines.

Create AAA content for globe-leading brands

2021

▶ **Lead VFX Artist / Ass't VFX Supervisor**
"Bad Trip (2021)" - Eye Spy (LA)
Supervised on-set green screen/VFX shoot of hidden-camera comedy title. Planned and executed VFX for multiple key scenes.

2019

▶ **VFX Artist**
"Crawl (2019)" - Paramount Pictures
Build, texture, render and composite fire and smoke assets for up-close on-camera use.

▶ **Modeler / Lookdev**
"Upcoming Fantasy Feature" - Post Mango
Build post-viz hero asset in Houdini and Cinema4D.

2018 and previous

▶ **Houdini TD / Unity FX Artist**
Optimist
Wrote Houdini-based lookdev and asset-creation pipeline. Created and visualized velocity fields for use in bespoke in-store experience.

▶ **Modeler / Lookdev / TD**
Production Club
Planned and executed 3D modeling, lighting and rendering for production-quality 3D assets within multiple international-level project silos. Developed pipeline around in-house procedures.

▶ **VFX Lead / Asst. VFX Supervisor**
"Bad Trip (2019)" - Eye Spy LA
Supervised on-set green screen/VFX shoot of upcoming comedy title. Planned and executed VFX for multiple key scenes.

▶▶ **3D / Motion Design Lead**
"Autumn Man Music Video" - Smart Objects
All modeling and animation.

TRAINING

Columbia College Chicago
Gnomon Hollywood
CGMA
Armory Pasadena

SKILLS

Skilled in realtime visual effect execution, custom texture and material authoring, tool creation, MoGraph, simulation, particle animation.

Co-Organizer, LA Houdini User Group.

SOFTWARE

Skilled in Houdini, Nuke, Unreal Engine, Unity, Cinema4D, Octane Render, Photoshop, After Effects.

Conversant in Blender, Substance Designer, EmberGen, TouchDesigner.

Brand Work

Walt Disney Pictures
Meta
Pixar
Kilter Films
Sony Music Group
Production Club LA
Shade VFX

▶ **Compositor**

"Polaroid (2019)" - Dimension Films

High volume, fast-turnaround compositing on a distributed team for use in stakeholder screening. Lookdev on VFX shots.

▶ **Motion Designer**

"Sound Cube Modular" - Alloccacoc

Animated, textured and rendered short bumper for product website.

▶▶▶ **VFX / Post-Viz / Motion Design**

"Replicas (2018)" - Eye Spy

UI design in Cinema4D and After Effects. Particle effects for hero asset key scenes. Lookdev and modeling on hard-surface hero asset.

▶ **Compositor**

"Power Rangers (2017)" - Lionsgate

In-house Nuke comping for use in screening cut.