Imogen Davies
Real-time VFX Artist

imogendavies.vfx@gmail.com
imogendaviesvfx.com
artstation.com/imogendaviesvfx

EXPERIENCE

Turn10 Studios - Forza Motorsport, Redmond, WA — *VFX Artist*

July 2022 - PRESENT

- Learned Turn10's proprietary engine and applications and used them to author FX systems within performance limitations while responding to team and art director feedback
- Used Houdini to simulate particles for flipbook animations and transferred them to the game engine with a procedural rendering pipeline
- Simulated cloth objects from pre-modeled assets using Vellum in Houdini and baked the animations into vertex animation textures utilizing team-developed pipelines to breathe life and energy into environments
- Used procedural tools to create photorealistic clouds of several types to support a dynamic weather system
- Collaborated with designers and programmers to develop in-house tools and assure peak functionality and efficiency for the artists using them
- Created tools in Houdini for terrain pipeline innovations and provided onboarding, documentation, and support for the Environment artists that utilized them

To-Go Box Games - Varial, SCAD — *VFX Artist*

February 2022 - May 2022

- Created particle VFX using Niagara and node-based material graphs in Unreal Engine within a specified style

SCAD x The Mill Short Film, SCAD— *VFX & Pipeline*

March 2021 - May 2021

- Simulated pyro sequences in Houdini and took direction from industry mentors to develop efficient quality products

EDUCATION

Savannah College of Art and Design, Savannah, GA
— *B.F.A. Visual Effects* (2018 - 2022)
— *Rising Star Pre-College Program* (2017)

SOFTWARE

- Houdini
- Unreal Engine
- Niagara
- Photoshop
- Python
- C++
- VEX
- Maya

TECHNICAL SKILLS

- Particle FX
- Simulation
- Flipbook Creation
- Programming
- Timing and Scale

SOFT SKILLS

- Troubleshooting
- Adaptability
- Critical Thinking

SHIPPED TITLES

- Forza Motorsport (AAA)
- Varial (Indie)