



# Nathan Diehl

## FX Artist

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### OBJECTIVE

To obtain a position in an innovative company as a digital effects artist specializing in particles and dynamics.

### WORK EXPERIENCE

#### Side Effects Software, Intern, Santa Monica, CA. June-Present (2010)

- \* Working closely with industry professionals to strengthen skills within Houdini. Scheduled to instruct a class in Houdini techniques.

#### Group Project, SCAD, January-March (2010)

- \* Worked with seven other individuals to create a fully realized, animated short. Learned strong teamwork and organizational skills.

### ACHIEVEMENTS

- \* Two pieces featured in the Side Effects Student Demo Reel
- \* Won "Best Collaborative Project" for *Trapt*, SCAD Visual Effects Awards
- \* Graduated Magna Cum Laude

### PROFFESIONAL SKILLS

#### Computer software skills:

Proficient in

- |                     |                       |                       |
|---------------------|-----------------------|-----------------------|
| * Side FX Houdini   | * Autodesk Maya       | * Adobe Photoshop     |
| * Adobe Illustrator | * Adobe After Effects | * Apple Final Cut Pro |
| * Apple Shake       | * The Foundry Nuke    | * Microsoft Office    |

Familiar with

- |                          |                    |                 |
|--------------------------|--------------------|-----------------|
| * Autodesk 3d Studio Max | * Pixologic ZBrush | * Adobe Premier |
| * Adobe Flash            |                    |                 |

#### Computer programming languages:

- |                              |       |
|------------------------------|-------|
| * RenderMan Shading Language | *MEL  |
| * Python                     | *HTML |

### EDUCATION

Bachelor in Fine Arts in Visual Effects  
Savannah College of Art and Design, Savannah, Ga.  
Current GPA: 3.88/4.0  
Dean's List: 10 quarters