

NATHAN DAY

VFX ARTIST

CONTACT



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www.nathan.day



Cardiff, UK

SOFTWARE

- Houdini
- Nuke
- Davinci Resolve
- Arnold
- Redshift
- C4D
- Maya
- Adobe Creative Cloud
- Blender
- Unreal Engine
- Clarisse IFX

LANGUAGES

- English - (Fluent)
- Dutch - (Learning)

COURSES

2020-2022

Advanced Houdini Courses

Heightfields, Flip Fluids, Particle FX, Shading Techniques for HTOA and Redshift for Houdini. Applied in real life projects.

2022

Vertex School

Houdini FX Bootcamp

PROFILE

Hi I'm Nathan and I am an aspiring VFX artist focused on creating 3D, simulations and animations.

SKILLS

Adaptability

Throughout my VFX university course, I have taken the opportunity to experiment with emerging and experimental tools and software as I have a keen interest and excitement to see what new tools, software and technology that is being made available for the VFX industry.

Motivated

I am always immersed in new skills that I'm trying to learn. When I try something new I am highly competitive and always try to be the best, this not only goes for new skills in my chosen field but also in every aspect of my life. After discovering chess in college I won my first chess tournament.

Teamwork

Every day my teamwork abilities get challenged. In school projects, I am able to adapt my skills in order to highlight every individual members' abilities.

In my private life, I improve my teamwork every day by playing in a team-based video game where I participate in tournaments and am part of the top 1% of the player base.

Proactive

I always take the opportunity to take online courses whenever I can and learn the skills in which I realise I am lacking, in order to support my team in the best way possible.

Going the extra mile

During many of my school projects, I am always looking for opportunities to challenge myself and learn more skills. For example, I decided to create a flip fluid simulation as well as a host of other simulations to create a Coca Cola advert, even though only a basic simulation was needed.

EDUCATION

BA(Hons)

2019-2022
VFX and Motion Graphics

At the University of South Wales in Cardiff I graduated with a BA(Hons) degree in VFX and Motion Graphics

BTEC Level 3

2016-2018
Information Technology

At the Coleg Gwent in Pontypool I completed a level 3 course and finished with a level 3 BTEC in IT