

Kyle Ashaabi

Houdini FX Artist • Missouri (open to relocate) • 785-615-9525

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WORK EXPERIENCE

DreamWorks Animation • Glendale, CA • 09/2022 - 12/2023

FX Artist ([Kung Fu Panda 4](#))

- Used Houdini and Nuke to develop visual effects for 16 production shots including fire, destruction, dust, liquids, debris, sparks, particles, integrating 2D sprites, and set dressing.
- Collaborated with other departments including lighting, animation, and modeling to ensure seamless integration of effects into final shots.
- Contributed to problem-solving efforts in team meetings by providing input and addressing notes from the FX supervisor and production designer to advance the story.
- Built upon existing setups by introducing additional features and controls that were later adopted by other FX artists to accelerate the workflow and achieve desired technical and creative outcomes.

FX Intern ([Ruby Gillman](#), [Teenage Kraken](#))

- Used Houdini and Nuke to develop visual effects for 37 production shots including particle simulations, bubbles, confetti, liquids, laser eyes, volumes, and density distortion.
- Demonstrated efficiency in completing shots ahead of deadlines and sought out additional tasks to maximize productivity.
- Quickly adapted to the studio's pipeline, including Linux and various tools such as Shotgun, RV, SyncSketch, and the studio's proprietary renderer MoonRay.

University of Kansas, Career Center • Lawrence, KS • 08/2021 - 03/2023

Graphics Design Intern

- Created 40+ visual designs for marketing materials including flyers, posters, brochures, social media graphics, and emails using Adobe Creative Suite.
- Collaborated with the marketing team to conceptualize and execute design ideas that aligned with the Career Center's branding guidelines.

Production Assistant

- Managed project timelines and deadlines, ensuring that all content was delivered on time and within budget.
- Provided support to the communications team in administrative tasks, including scheduling meetings, managing files, and organizing project materials.

EDUCATION

Bachelor of Film & Media Studies • Lawrence, KS • 05/2023

University of Kansas

SKILLS

Houdini, Nuke, VEX, After Effects, Premiere Pro, Photoshop, Illustrator, Redshift, Mantra, MoonRay, Linux, SyncSketch, Shotgun, RV, Unreal Engine, Unity.

Last Updated 11/14/2023