



Ian Harvey

FX Artist

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ianharveyvfx.com

WORK EXPERIENCE

MR. X / MPC — *FX Artist*

Toronto, Canada

I have worked on numerous effects for film and episodic content during my employment at MR. X.

2021 - present

SideFX Software — *FX Intern*

Toronto, Canada

I created a firecracker simulation for the Houdini 18.5 release. The goal of this project was to produce a simulation that demonstrates the capabilities of new Pyro tools in Houdini 18.5.

2020 - 2020

PROJECTS

Collaboration, The Mill — *FX Artist*

Savannah, GA

I collaborated with my peers at SCAD and industry mentors from The Mill NY as an FX Artist. My team was responsible for creating a real-time car commercial during the production simulation.

2020

SCAD Photogrammetry Club — *Founder and President*

Savannah, GA

I founded the SCAD Photogrammetry Club to provide students with the opportunity to learn photogrammetry techniques while contributing to a shared library of photo-scanned 3D assets. We have 30 active members.

2017 - 2019

TO THE TOP (VR Game) — *3D Generalist*

Austin, TX

I worked closely with team leads to create various environmental props for the VR platformer TO THE TOP. Available now on Steam.

2015 - 2016

EDUCATION

Savannah College of Art and Design — *BFA, Visual Effects*

Savannah, GA

2017 - 2020

SKILLS

Houdini, 3ds Max, Maya, Nuke, Metashape, Photoshop, After Effects, Substance Painter, Unreal Engine, VEX, Perforce, ACES, Windows/Linux/macOS Platforms

AWARDS

Austin Optimist Club Senior Recognition for Art

Westlake High School Teacher's Choice Award for Electronic Media

Student Spaceflight Experiments Program First Place Mission Patch Design; Cargo aboard SpaceX CRS-7 to ISS

Zoe-Zuniga Price Memorial Scholarship

SCAD Achievement Honors Scholarship

SCAD Academic Honors Scholarship

INTERESTS

Photogrammetry, Hiking, Gardening, Music Videos, Technology, Cooking