

Ian Farnsworth

Cell: 604.600.7567
Ian@fx-td.com

1156 Beechwood Crescent
North Vancouver, BC

Objective: Continue to create stunning visual effects in a fun and challenging environment

Software:

3DS Max	Maya
Thinking Particles	Houdini
Particle Flow	Realflow
FumeFX	Fusion
Maxscript	Python / PyQt

Work History: **Prime Focus VFX / Vancouver, BC**

Jan 2010 - Current

Sr. FX Artist / TD

Project: Sucker Punch

*Create and deploy FX setups and tools for FX team

*Large Scale Fire & Smoke Simulations, Custom Gun Fire Setups, Building Destruction, Rigid Body Simulations, and more.

Blur Studio / Venice, CA / Sept 2009 - Dec 2009

FX Artist / TD

*Created FX for Transformers: Cybertron and True Crime

Prime Focus VFX / Los Angeles, CA

July 2009 - Sept 2009

FX Artist / TD

Project: Twilight: New Moon

*Responsible for creating and rendering of ocean wave particle FX

*Fluid Simulations

Uncharted Territory / Sony Pictures / Culver City, CA

Sept 2008 - June 2009

FX Artist / TD

Project: 2012

*Ground Destruction Modeling / Simulation

*House Collapse Simulation / Dust Simulation

*Animation Pipeline Tools

*Asset Management Tools

*General Tools Support

Blur Studio / Venice, CA / June 2007 - Sept 2008

FX Artist

*Created FX for wide variety of projects including:

Halo Wars, The Simpsons Ride, Fable 2, Warhammer: Online, Goldfish
Tomb Raider: Underworld, Ironman NFL Spot, and more.

Gas Powered Games / Redmond, WA / Sept, 2006 - June 2007

FX Artist

*Created cinematic FX for game trailers and cut scenes