

Bradley Sakaguchi

FX Artist

● Education

- **Savannah College of Art and Design**
- BFA in Visual Effects, Graduated Cum Laude
- Graduated May 2020

- **The Focus Academy**
- *8 week Online course*
- Complete overview of Houdini effects
- Pop, rbd, pyro, flip

● Experience

- **MPC Film Montreal**
- *Fx Artist 9/7/21 - 4/17/22*
- Movie contract work
- Working with a large company
- Magic particle and volume work

- **The Element X Studios**
- *FX Artist 3/26/21 - 06/10/21*
- Episodic contract work
- Working in small team
- Meet tight deadlines for client
- Small scale FLIP, particles, pyro

- **The Mill (Collaborative project)**
- *FX Artist*
- Working with teams to create a Car Commercial
- Project guided by FX and lighting leads from the Mill
- Pyro, grains, particle, RBD

● Skills

- Vex to create custom Houdini tools
- Working with team based collaborative projects
- Experience troubleshooting and optimizing large scale projects

Contact

bsakag@gmail.com
sakafx.com
808-594-8936

Programs

Houdini
Maya
Substance Painter
Substance Designer
Nuke
Unreal

Renderers

Mantra
Arnold
Renderman
Redshift

Languages

Vex
Python
C++