

Jim Koonce

FX Artist

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Skills

FX Artist with a strong artistic eye and solid technical problem solving skills. I use **Houdini** and **Nuke** in my day-to-day work. I'm also interested in real-time graphics and bringing my skills to that area.

Experience

October 2017 - Present

DreamWorks Animation, Features - *FX Artist*

I worked as an FX artist primarily in Houdini, developing effects myself and also using rigs/setups from show leadership. I executed effects shots in a realistic style involving: explosions, fluids, oceans, large and small scale RBD animation, magical effects, particle systems, steam, smoke, and fire. I've also done work animating textures, and for certain projects I've created effects that are heavily stylized and art-directed, using both Houdini and Nuke. I'm comfortable with key-frame animation and using simulations to get the effect leadership is asking for. I helped develop a tool for lighting in order to add painterly effects to certain objects that a lighting artist could control. In 2021, I also stepped into the CFX department for a few months for training and to work on a short film. I simulated/animated hair, cloth, ribbons, and did general animation clean-up.

- Unannounced Short Film (Currently in Production)
- Kung-Fu Panda 4 (2024)
- Trolls: Band Together (2023)
- Ruby Gillman: Teenage Kraken (2023)
- Puss in Boots: The Last Wish (2022)
- Trolls: Holiday in Harmony TV Special (2021) - CFX Artist
- Boss Baby: Family Business (2021)
- The Croods: A New Age (2020)
- Trolls: World Tour (2020)
- Abominable (2019)
- How to Train Your Dragon: The Hidden World (2019)

November 2016 - July 2017

MPC LA, Advertising - *FX Artist*

- Created and delivered effects like smoke, shattering objects, bubbles, snow and dust for commercials

Education

September 2013 - June 2016

Savannah College of Art and Design, Savannah, GA - *BFA in Visual Effects*