

# Paulina Lores

## FX ARTIST

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### SOFTWARE

#### Modeling

- Maya
- ZBrush
- Blender
- Nomad Sculpt

#### Grooming

- XGen
- Ornatrix
- Yeti
- Houdini

#### Surfacing

- Substance Painter
- Photoshop

#### VFX

- Houdini SideFx
- Nuke
- Maya
- VEX scripting

#### Other

- Unreal Engine 5
- Adobe Creative Cloud
- Redshift
- Arnold
- Karma
- Mantra
- Linux

### PROFILE

**Technically Driven Effects Artist** with a professional background in Grooming and 3D Generalist workflows. Specializing in complex **FX/Simulation** using **SideFX Houdini** to support narrative storytelling through both **photorealistic** and highly **stylized** visuals. Experienced in **cross-departmental collaboration**, I love using Houdini to build procedural networks and find solutions that help other artists.

### WORK EXPERIENCE

#### Freelancer

*3D Generalist (CFX)*

*02/2025 – 07/2025*

- Executed primary character pipeline work, focusing on **Character FX (CFX Vellum)**, Grooming, Modeling, Rigging, and Surfacing for a client-provided character design.
- Designed and implemented complex **physics-based simulations** for **cloth setups** using **Houdini** (Vellum), Maya, XGen, and Arnold.
- Delivered high-quality assets using specialized tools such as ZBrush, Maya, XGen, Arnold, Substance Painter, and Houdini.

#### Nike - RTFKT Division

*Lead Groomer & FX Artist*

*11/2022 – 06/2024*

- **Oversaw and executed** all high-end character **grooming and shading** tasks, playing a central role in the creative process to achieve the desired look and quality.
- **Transferred** hair **grooms** into **Unreal Engine 5 (UE5)**, **adapting and customizing** shaders using the MetaHuman hair shader for each asset. **Implemented real-time physics simulation** to ensure accurate, **dynamic hair movement** with the rig during **live and interactive environments**.
- Designed **stylized magical effects, destruction sequences, and advanced transformations** in Houdini, ensuring technical setups supported the **emotional beats** of the creative vision.

#### ICON Creative Studios

*Junior Groomer*

*01/2020 – 11/2020*

- Contributed to multiple high-profile shows, including *"Monsters at Work,"* *"Action Pack,"* and *"Alice's Wonderland Bakery."*
- Translated 2D concept art into 3D grooms for Disney's *Monsters at Work*, focusing on **silhouette, appeal, and groom-to-sim efficiency**.

## SOFTSKILLS

### Production Leadership

Proven ability to manage project delivery timelines, conduct hiring, and lead technical review and communication during critical project phases (Project Supervisor experience).

### Creative Problem-Solving

Passionate about leveraging Houdini's advanced toolset to **resolve pipeline roadblocks**. I specialize in finding creative technical workarounds for modeling and look-dev challenges, providing the team with 'impossible' solutions that **smooth out the entire character pipeline**.

### Adaptation & Learning

Quick learner who rapidly masters new software and production workflows (e.g., transitioning between XGen/UE5, Maya/Houdini) to meet evolving project needs.

### Team Collaboration

Strong communication and teamwork skills honed through daily collaboration with senior artists, look development teams, and animators on high-volume episodic production.

## LANGUAGES

- English
- Spanish

## References

Professional references are available upon request

- **Collaborated** effectively with senior **Groomers** and the Look Development team to ensure final assets met production standards.

## EDUCATION

### Bachelors of Animation and VFX (focused on Houdini FX)

*CG Spectrum*

2024 – 2026 | Online

Currently completing

- Deep dive into **procedural workflows**, advanced FX tools, and pipeline optimization for feature film and game production.
- Capstone projects include **realistic simulations** such as **fluid dynamics (FLIP)**, **destruction (RBD)**, **volumetric effects (Pyro)**, **cloth/soft bodies (Vellum)** and **Particle Dynamics**.

### Intermediate Character Modeling ZBrush

*AnimSchool*

2024 | Online

3 months

### Introduction to Houdini

*CG Spectrum*

2021 – 2022 | Online

Particle FX, RDB, Pyro, Flip, and more.

3 months

### 3D Animation and Visual Effects.

*Vancouver Film School*

2018 – 2019 | Vancouver, BC

- **Final Project:** Served as a **Generalist Artist** in the creation of a **stylized short film**, collaborating on the full project pipeline from concept through final render.
- Developed foundational skills in **3D modeling, texturing, and asset creation**, working alongside team members specialized in animation, rigging, and lighting.

### Multimedia Design

*Anahuac University/CENTRO de Diseño*

2017 – 2018 | Mexico City

- Completed 2.5 years of a Multimedia Design Bachelor's degree.
- Coursework focused heavily on **color theory**, **geometric drawing**, and foundational **design principles**, alongside training in **storytelling** and visual design.
- **Awarded a scholarship** to attend Vancouver Film School (VFS) midway through the program to specialize in 3D Animation and VFX.