

SAYSANA RINTHARAMY

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EMPLOYMENT HISTORY

Scanline VFX, Los Angeles, CA

Senior FX TD and FX Lead, October 2008 – Present

Developed fluid effects comprised of base waves, sprays, mist, bubbles, and fire elements

Provided simulating, lighting, and rendering of elements

- *Godzilla*, Sr. FX TD, 2014: Tidal wave sequence
- *300: Rise of An Empire*, Sr. FX TD, 2014: Water sequences
- *Pompeii*, Sr. FX TD, 2014 (uncredited)
- *Captain America: Winter Soldier*, Sr. FX TD, 2014: Cargo boat sequence
- *The Amazing Spider-Man*, Sr. FX TD, 2014: Sewer whirlpool sequence (uncredited; secondary vendor)
- *Wolf of Wall Street*, Sr. FX TD, 2013: Yacht in storm sequence
- *Man of Steel*, Sr. FX TD, 2013: Oil rig sequence
- *Iron Man 3*, Sr. FX TD, 2013: Mansion attack sequence
- *The Avengers*, Sr. FX TD, 2012: Air craft carrier sequence
- *Journey 2: The Mysterious Island*, Sr. FX TD, 2012: Island disaster sequence
- *Battleship*, Sr. FX TD, 2012: Alien craft first encounter sequence
- *Immortals*, Sr. FX TD, 2011: Oil wave sequence
- *Gulliver's Travels*, Sr. FX TD, 2010: Storm sequence
- *Super 8*, FX Lead, 2011: Animated and lit scenes for train crash sequence; ingested animation into pipeline from outside vendor
- *Bridgestone Tire Commercial*, Sr. FX TD, 2011: Stormy river elements
- *HP ePrint Islands Commercial*, Sr. FX TD, 2011: Main ocean elements
- *Hereafter*, FX Lead, 2010: Tidal wave sequence
- *2012*, FX Lead, 2008: DC, Cruise ship and Ark sequence

CafeFX, Santa Maria, CA

FX Artist, October 2006 - October 2008

- *Red Cliff* and *John Adams*, HBO Miniseries: Created crowd simulations
- *Whiteout*: Produced volumetric cloud simulations
- *The Mist*: Created Particle systems of insect swarms and other FX shots
- *Seven Pounds*: Simulated jellyfish
- Developed Maya Plug-in tools to help artists in production
- Created previz animation for various projects

Martian Labs, Los Angeles, CA

Houdini Artist, April 2006 - August 2006

- *Sony Handy Cam Commercial*: Conducted dynamic simulations in Houdini for character animations; tracked camera movements using Synth Eyes
- *Santa Claus 3*: Created particle systems, performed character animation, character rigging, scene lighting, and hand tracked camera movements using Houdini

Side Effects Software, Santa Monica, CA

Artist/Technical Intern, September 2005 - April 2006

- Assisted Professor during Houdini Boot Camps and Dynamics training classes
- Captured and edited footage from Boot Camp classes for distribution using Camtasia Software
- Created Houdini Tutorials for Houdini version 8
- Taught and trained Houdini Software to beginner and intermediate users

Diskfactory, Irvine, CA

Art Director, July 2003 – November 2005

- Designed artwork and page layout for clients
- Interacted with clients and affiliates on a daily basis to facilitate needs

EDUCATION

Savannah College of Art and Design, Savannah, GA

Bachelors of Fine Art in Computer Art, 2003

SOFTWARE PROFICIENCY

3D Max, Nuke, Houdini, Maya, Softimage XSI and Behavior, Fusion, Photoshop and other Adobe Software, Flint, Macromedia Packages, Quark, Mel Scripting, Python Programming