JOSHUA MALLORY

VFX ARTIST   ⚲ LOS ANGELES, CA   ☎ 513 508 7783   josh.mallory.jm@gmail.com

LINKS

www.joshuamallory.com

Demo Reel

Artstation

LinkedIn

SOFTWARE

Maya

Nuke

Photoshop

After Effects

Blender

Davinci Resolve

VRay / Karma / Arnold / Cycles / Redshift

Python / VEX / Hscript

TouchDesigner

PROFILE

Houdini-driven **VFX Artist** (fluids, fire, destruction, magical & stylized VFX) with a cinematics mindset and a solid grasp of real-time pipelines. Adept at turning abstract briefs into compelling simulations, matching real-world reference, building tools that speed up production, and partnering with other artists.

EDUCATION

Certificate in Digital Production for Entertainment, Gnomon School of Visual Effects, Los Angeles, CA
June 2025

B.A. - Communications, The Ohio State University
December 2020

EMPLOYMENT HISTORY

Office Assistant at Baker's Acres Greenhouse, Columbus, OH
January 2019 — September 2021

Maintained structured schedules and executed detailed routines, reinforcing project management, teamwork and multitasking skills.

SUMMARY OF SKILLS

Procedural FX & Simulation

Houdini Pyro, FLIP, RBD, POPs, and Vellum; creates photo-real and stylized fire, smoke, water, debris, and magical effects that match timing, scale, and shape-language targets.

Real-Time & Game VFX

Builds optimized Niagara systems, sprite sheets, and Houdini-Engine assets for Unreal, audio-reactive and midi-responsive visual setups in TouchDesigner.

Rendering & Look-Dev

Redshift, Arnold, Karma XPU, V-Ray, Cycles; sets up AOVs, light-links, and USD/Solaris workflows to achieve cohesive, art-directable results.

Compositing & Finishing

Nuke and After Effects for plate prep, slap-comps, and final integration; adept at layering FX passes, depth-based atmospherics, and color pipelines.

Scripting & Pipeline Tools

Python and VEX for automation, custom HDAs, procedural modeling, attribute manipulation, wedges, and troubleshooting of various setups.

Collaboration & Communication

Translates feedback into action, provides advice to other artists, and communicates clearly under tight deadlines.

Artistic Fundamentals

Strong eye for composition, motion, timing, silhouette, and stylized texture work; able to carry a visual vision from concept through final asset, 12 principles of animation.