

# Alexander Feigin

## Visual Effects Artist

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*ANNIE Awards nomination (2009) - animated effects on "9" (Focus Features)*

### Professional Experience:

July, 2005 - Present: **"ARC Productions"** (formally "Starz Animation")  
**Visual Effects Artist** 230 Richmond St East, Toronto, Canada

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Technical research and development, animation, rendering and compositing of different kinds of special effects for Feature Film productions.

Particle simulations, rigid body dynamics, fluid effects, tools and scripts, Mel and python.  
Character cloth simulation and finishing using Syflex and Maya Ncloth.  
Autodesk Maya, Sidefx Houdini, Apple Shake, Eyeon Digital Fusion.

Training and support for other members including lectures and classes.

- **"Dolphin Tale"** Senior Visual FX artist
- **"Robosapien: Rebooted"** Visual FX artist
- **"Gnomeo And Juliet"** Senior Visual FX artist
- **"9"** Lead visual FX artist  
Advanced rig development for generic effects such as Dust, Debris, Smoke, Sparks.  
Generated a big library of different effects plates used in most of the shots through the entire production.  
Worked on over 100 of special effects shots.
- **"Veggie Tales - The Pirates Who Don't Do Anything"** Visual FX artist  
Rig development for complex effects - Shorelines, tidal waves, water splashes.
- **"Chop Socky Chooks"** Lead visual FX artist
- **"Everyone's Hero"** Visual FX and cloth simulation Artist  
Setup, simulation, and retouching of over 300 character cloth shots.

April - June, 2005: **"Broadcast Ltd"**  
**Visual Effects Artist** Ha Rakevet St 44, Tel Aviv, Israel

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Commercials for Tapuzina, AIG, Samsung, Yes.  
Used Maya, Real Flow and 3D Studio Max.

January - April, 2005: **"Visual 3D Ltd"**  
**CG Generalist** Ha Arava, 3, Airport City, Israel

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Conceptual design, 3d animation and compositing.  
3D Studio Max, Adobe Photoshop, After Effects and Premiere.  
Projects for: Elta, IDF, Tadiran Communications, MSystems.

Sep. 2003 - Dec. 2004:

**"Digital Production Solutions Israel"**

**Senior Visual Effects and Simulation Artist**

*Beit Shemesh, Israel*

Conceptual design, technical research and development, animation, rendering and compositing of different kinds of special effects for Feature Films and Direct to DVD projects.

Particle simulations, rigid body simulations, fluid effects, and other dynamic systems using: Maya, 3D studio Max, Renderman for Maya, Real flow, Particle Illusion, Shake and After effects.

Rig development for generic effects such as Dust, Fire, Smoke, etc'.

Research and animation of Character Cloth simulations using syflex and maya softbodies.

Established and implemented training program for other team members. Program included classes and exercises for Maya Dynamics systems.

Major projects:

"Happily Never After" feature film

"Starpoint Academy" feature film

"Miracles In the Desert" TV series

"Cabbage Patch" - direct to dvd

Sept. 2002 - Sept. 2003:

**"The 3D Garage Ltd"**

**CG Generalist, Director and Supervisor**

*United Studios, Hertzeliya, Israel*

TV Titles, Commercials, Presentations, Logo Designs, Story boards, and Web Design.

Major projects:

"Rafael safe sailing" commercial presentation

"Bezeq" corporate presentation

"Elopak" business presentation

"Teva" product commercials

"Israeli Air Force" pilot educational program

"Careline" deodorant commercials

**Education:**

TD-College - Python for visual effects TDs.

"Omanuyot" Art School, *Ashkelon, Israel*. Plastic Art facility, 2002

**Languages:**

- English – excellent
- Russian - mother tongue
- Hebrew - mother tongue

**Computer Skills:**

Proficient user of :

- Autodesk Maya
- Advanced particle expressions
- 3D Studio Max
- Real Flow
- Apple Shake
- Adobe After effects
- Adobe Premiere
- MEL scripting
- Python scripting basics
- SideFx Houdini
- Eyeon Digital Fusion
- Combustion
- Adobe Photoshop
- Adobe Flash