



TANJA WAX

FX and Crowd

tanja.wax@gmail.com | Granby, QC

Nationality: Canadian & German

PROFESSIONAL SUMMARY

I am an experienced and outgoing FX and Crowd artist with a can-do attitude, great team spirit, and always in an infectious good mood. My work has involved efficiently creating effects in Houdini and 3DS Max with Linux and Windows, rendering them with Mantra, Karma, Arnold, and V-Ray, and enhancing them for dailies in Nuke. Furthermore, I am a dual citizen of Canada and Germany.

EXPERIENCE

Industrial Light & Magic | Granby, QC

Crowd TD

08/2025 - Present

- Developed high quality Crowd simulations for realistic visuals

RodeoFX | Montreal, QC

Crowd & FX Artist

01/2025 - 08/2025

- Developed high quality Crowd and FX simulations for realistic visuals

Rocket Science VFX | Toronto, Ontario

FX & Crowd Artist

01/2022 - 01/2025

- Integral part in Karma testing and writing documentations in order to integrate it into the FX pipeline.
- Mentored junior FX Artists on techniques and processes used in production pipeline.
- Developed high quality simulations for realistic visuals (Crowds, Particles, Volumetrics, RBD, Vellum, Blood).

MPC | Montreal, QC

FX Artist

09/2021 - 01/2022

- Developed and implemented high quality simulations for realistic visuals.
- Utilized software such as Nuke and Houdini with Mantra to create, render and slapcomp visual effects (Particles, Volumetrics).

Luxx Film | Stuttgart

VFX Artist

01/2021 - 05/2021

- Optimized rendering times by adjusting scene complexity levels without sacrificing quality or detail.
- Constructed simulations such as small scale liquids using 3ds Max software and V-Ray.
- Constructed detailed 3D models and textures for use in an animated feature using Blender and Substance Painter.

Shad Bradbury | Montreal, QC

FX Artist

07/2020 - 11/2020

- Developed high quality textures, lighting, shading and particle simulations for Shad's animated short film "Run Totti Run".
- Collaborated with director to achieve desired visual effects in a timely manner.

ReelFX | Montreal, QC

FX Artist

07/2019 - 05/2020

- Utilized software such as Maya, Nuke and Houdini with Arnold to create, render and slapcomp visual effects.
- Developed high quality simulations for animated features (Particles, Volumetrics, RBD, Liquids).

Hochschule fuer Film und Fernsehen |
Munich

FX Artist

11/2018 - 11/2018

- Monitored rendering jobs from start to finish ensuring that all tasks are completed accurately within given timeframes.
- Utilized software such as Houdini with Mantra to create and render the rigid body effect.
- Effectively communicated project progress updates to producer and director throughout the duration of the project.

Trixter | Munich

FX Artist Intern

04/2018 - 08/2018

- Developed high quality particle simulation for realistic visuals.
- Learned a lot about effects, render and cache optimizations and how to work within a studio pipeline
- Utilized software such as Houdini with Mantra and Nuke to create, render and

EDUCATION

Bachelor of Arts (B.A.) in Digital Film Design
Media Design Hochschule | Munich
March 2019

SKILLS

- Crowds & FX
- Fluid Dynamics
- 3D Particle Simulation
- Unreal Engine
- Team Collaboration
- Rigid Body Dynamics
- Pyro Effects
- VEX Programming
- Problem-solving abilities
- Excellent Communication

LANGUAGES

- **German**
Native
- **French**
Conversational
- **English**
Advanced

PORTFOLIO

Demoreels (Fx) :
<https://www.tanjawax.de/showreel>

Portfolio:
<https://www.tanjawax.de/>

Linkedin:
<https://www.linkedin.com/in/tanjawax>

IMDB:
<https://www.imdb.com/name/nm10419003/>