

TANJAWAX

FX ARTIST

CONTACT

- **EMAIL:** tanja.wax@gmail.com
- **ADDRESS:** Granby, QC

PROFESSIONAL SUMMARY

I am an experienced and outgoing FX 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 Canadian permanent resident and eligible to work in the EU.

PORTFOLIO

Demoreel:

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

Portfolio:

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

Linkedin:

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

IMDB:

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

EXPERIENCE

FX Artist

2022.01 - Present

Rocket Science VFX, Toronto, Ontario

- 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).
- Utilized software such as Houdini with Mantra and later Karma and Redshift, and Nuke to create, render and slapcomp visual effects.

FX Artist

2021.09 - 2022.01

MPC, Montreal, QC

- 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).

VFX Artist

2021.01 - 2021.05

Luxx Film, Stuttgart,

- 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.

FX Artist

2020.07 - 2020.11

Shad Bradbury, Montreal, QC

- 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.

FX Artist

2019.07 - 2020.05

ReelFX, Montreal, QC

- 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).

FX Artist

2018.11 - 2018.11

Hochschule fuer Film und Fernsehen, Munich,

- 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.

FX Artist Intern

2018.04 - 2018.08

Trixter, Munich,

- 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 slapcomp visual effects.

EDUCATION

Media Design Hochschule, Munich

Mar 2019

Bachelor of Arts (B.A.): Digital Film Design

SKILLS

Linux

Windows

Houdini

Rigid Body Dynamics

Fluid Dynamics

Pyro Effects

3D Particle Simulation

VEX Programming

Mantra

Karma

Arnold

Unreal Engine

Nuke

Blender

3DS Max

Vray

Problem-solving abilities

Team Collaboration

Excellent Communication

LANGUAGES

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