CHRISTIAN MIRÓ

FX TD

OVERVIEW

Hello! I'm Christian Miró Seguí, a passionate Houdini FX TD.
I was born in 1998 and raised in Barcelona, Spain. I've been around artists in my family and somehow studying art all my life,

I'm always trying new things, challenging myself and trying to do something better and smarter.

I'm curious and adventurous..., learning new workflows, softwares, tools... its something I enjoy so much.

I built my own website christianmiro.com, I encourage you to take a look if you want to know more about me.

SOCIAL SKILLS

- Super optimistic
- Very creative
- Very organized guy
- Able to put attention to details
- Able to work with a multidisciplinary team
- Very skilled on problem solving
- Able to get a solid control of timings
- Super open to listening, learning and improving from feedbacks

EDUCATION

2016-2020. University degree in Animation and VFX - Universitat Ramon Llull

2020-2021, Master degree in Houdini VFX - FX Animation School

LANGUAGES

SPANISH   (NATIVE)

CATALAN   (NATIVE)

ENGLISH   (WORKING PROFICIENCY)

EXPERIENCE

2024 - PLATIGE IMAGE - Freelance Senior CFX
Creating and adapting setups and simulating cloth and hair simulations in Houdini

2023 - JELLYFISH PICTURES - FX Artist / TD
7 Months, Development and adapting different kind of effects focused on water simulations such as oceans, foam, sprays, bubbles, etc... plus RnD of Ice crashing setup

2021 - 2022   - FRAMESTORE - FX TD
14 Months, Worked on series, advertising and rides
In charge of doing entirely, solving and finishing setups, including RBD, Pyro, Flips and Vellum sims

2021 - 2021   - 23LUNES - Freelance Junior FX TD
3 Months, Junior FXTD for doing game cinematics, developing rbd sims, pyro and flip fluids

2020 - 2021   - MEDIAPRO - Intern video and Image Editor and 3D Artist
5 Months, Video and image editor, using Adobe Suite and 3D modeling + simple animations for advertising on Maya

SOFTWARE SKILLS

Production Softwares	Render Engines	Project Management
- Houdini	- Mantra	- Shotgun (Shotgrid)
- Maya	- Karma (USD)	- Ftrack
- Nuke	- Arnold	
- DaVinci Resolve		
- Substance		
- Unreal Engine 5		
- Adobe Suite		

PROGRAMING SKILLS

- VEX (High)
- Python (Basic)
- Unreal Blueprints (Basic)

CONTACT

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