

# CODY D. EGAN

CHARACTER FX ARTIST

✉ Cody3DEgan@gmail.com

📍 Atlanta, GA

🌐 Cody3D.com

## SKILLS

- CFX
- Technical animation
- Grooming
- Cloth/Hair Sim
- Feather Sim
- Muscle/Fat sim
- Generalist
- Texturing
- Lighting
- Compositing

## SOFTWARE

- Maya
- Houdini
- Unreal
- Arnold
- nHair
- nCloth
- Xgen
- Linux
- Adobe Creative Suite

## EDUCATION

### SAVANNAH COLLEGE OF ART AND DESIGN

Savannah, GA

Bachelor of Fine Arts - Animation

## EXPERIENCE

### DREAMWORKS CFX ARTIST

DreamWorks - Remote

April 2023 - Feb. 2024

- Films: Trolls Band together - Kung Fu Panda 4
- Cloth, hair, and prop simulation
- Cleaning up interpenetration from animation
- Worked on promotional material for advertising
- Creating cloth rigs
- Software used: Maya, Houdini

### REELFX CFX ARTIST

Reelfx - Montreal, QC

Sept. 2019 - April 2023

- Films: The Monkey King - Scoob! - Rumble - Back to the Outback - La Calesita - Scoob! Holiday Haunt - Miraculous: Ladybug & Cat Noir
- Cloth, hair, and muscle simulation on shots.
- Creating Hair and Grass grooms
- Creating cloth rigs
- Editing and running python scripts
- Software used: Maya, Houdini, Ziva

### MOTION PICTURE COMPANY (MPC) TECHNICAL ANIMATOR

MPC - Montreal, QC

June 2019 - Sept. 2019

- Films: The One and Only Ivan
- Skin geometry clean up on shots
- Fur, cloth, muscle and feather simulation on shots
- Software used: Maya, Houdini, Nuke, Katana