



MARIAM HAMED

HOUDINI FX ARTIST
LOS ANGELES

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ABOUT ME:

Professional FX/TD artist with a focus in Houdini. Love creating content that tells a story and has a positive impact on people's lives.

Worked on Dreamworks features "Kungfu Panda 4", "Ruby Gillman Teenage Kraken", "Puss in Boots - The Last Wish", Blizzard's in-game Cinematic "World of war craft- Shadowland" Disney's Oscar winning Feature "Encanto", and Netflix series "Love, Death and, Robots"

Enjoy communicating with others and working in a team to brainstorm various design solutions needed to produce story driven effects.

SKILLS:

Houdini	Unreal
VEX	After effects
Nuke	Substance
Photoshop	Maya

WORK HISTORY:

March 2024 - Present

Senior FX Artist
Blizzard Entertainment

Responsible for creating and Designing the final looks of the effects of in game cinematic.

Creating and developing tools to be used by artists.

Oct. 2023 - Present

Houdini Instructor
Gnomon School For Visual Effects

Teaching Houdini and Supervising Final Projects for Students

Jan. 2022 - Present

Houdini Instructor
Information Technology Institute (ITI)

April 2022 - Dec. 2023

FX Artist

Dreamworks Animation Studios

Worked on the following feature films "Kungfu Panda 4", "Ruby Gillmans the Teenage Karken" and, "Puss In Boots - The Last Wish"

Oct 2021 - April 2022

FX Artist

Blizzard Entertainment

Using Houdini to help create stylized/realistic Effects for the game cinematic.

Building procedural tools to optimize and help the creative aspect in the shot.

Jan. 2021 - Oct. 2021

FX Animator

Apprentice-Walt Disney Animation Studio

Created Effects For the feature animation "Encanto".

Aug.2020 - Dec. 2020

Junior FX Artist

Axis Studios - Los Angeles, Remotely.

Built a range of effects using Houdini for "Love, Death and Robots" and "Magic:The Gathering - Kaldheim Trailer" .

Aug.2017 - Feb. 2018

3D Generalist

Squids Visual Arts - Giza, Cairo.

Excuted a range of FX including water FX simulation using reallflow. In addition to rigging and Look development using Nuke

EDUCATION:

April 2018 - March 2020

Gnomon School for Visual Effects

Sep. 2011 - June 2016

Faculty of Fine Arts

Bachelor of Fine Arts.