

# Ryan Bowden

Effects Artist

ryanbowden.com ryan@ryanbowden.com (678)787-1876

---

## Objective

To expand my knowledge and toolset and to mentor/guide artists as an FX Lead/Supervisor.

## Education

Bachelor of Fine Arts: Visual Effects (March 2006 - May 2009)  
Savannah College of Art and Design, Savannah, Georgia

## Work Experience

- Weta FX | August 2021 - Present [Lead Effects Technical Director]  
**Transformers: Rise of the Beasts** - Hero and shot RBD destruction, lightning fx, and volumetrics.  
**Avatar: The Way of Water** - Water simulations, water sequence rig setup.
- Rooster Teeth Animation | October 2018 - July 2021 [FX Supervisor]  
- Completely revamped the FX and Crowds department workflow and tools to be more automated and efficient.  
- Oversee the 2DFX, 3DFX, and Crowds department.  
- R&D 3DFX setups and build HDAs for artists to get shots out very quickly.  
- Develop and maintain artist driven python tools along with working with the tech department on backend tools.
- Brazen Animation | March 2020 - May 2020 [Freelance FX Artist]  
**Magic the Gathering Cinematic** - Stylized impact dust, magical/anime fx, stylized fireballs
- Industrial Light and Magic | April 2018 - Sept 2018 [Senior FX Technical Director]  
**Aquaman** - FLIP lava simulations, underwater projectiles, misc underwater env fx.
- Sony Imageworks | Sept 2017 - April 2018 [FX Technical Director]  
**Hotel Transylvania 3** - Large scale FLIP fluids simulations and secondary elements, train smoke, misc env fx.
- Tau Films | Nov 2016 - May 2017 [Remote FX Artist]  
**VR Project** - Flip fluid simulations, particle fx (mud kickup, sparks).
- Brazen Animation | July 2017 - August 2017 [Freelance FX Artist]  
**War Dragons Cinematic** - Explosions, fire, clouds, misc environment fx.
- Richland College | Sept 2016 - May 2017 [Adjunct Professor]  
**Houdini for Games class** - Teaching students how to create FX in Houdini for use in Unreal Engine.
- Reel Fx | February 2016 - June 2017 [FX Artist]  
**Misc Commercials/VR projects** - Explosions, FLIP fluids, frost/ice effects, condensation system.
- Weta Digital | June 2015 - November 2015 [Effects Technical Director]  
**The Jungle Book** - Destruction, dust, RBD ground interaction, plant and tree sim simulation.
- Reel Fx | January 2015 - June 2015 [FX Artist]  
**Rock Dog** - Volumetric dust and fog
- Weta Digital | July 2014 - November 2014 [Effects Technical Director]  
**The Hobbit: Battle of Five Armies** - Large scale water simulations, RBD ice floes.
- Reel Fx | January 2014 - May 2014 [FX Artist]  
**Book of Life** - Rain tool development, fire, FLIP and wire simulations, misc lighting FX, fireworks.

# Ryan Bowden

Effects Artist

ryanbowden.com    ryan@ryanbowden.com    (678)787-1876

---

## Work Experience

Weta Digital | August 2013 - November 2013

[Effects Technical Director]

**The Hobbit: Desolation of Smaug** - Water/gold simulations and secondary water elements.

Digital Domain | May 2013 - April 2013

[Effects Artist]

**Mad Max Game Promo** - Volumetric car dust and environment dust.

Rhythm and Hues | October 2010 - May 2013

[FX/Lighting TD]

**Percy Jackson: Sea of Monsters** - FLIP simulations and meshing, secondary water elements, PyroFX smoke.

**Life of Pi** - Flip simulations, secondary elements for water (foam, churn, splashes, fur runoff).

**Snow White and the Huntsman** - Maintained and developed fairy trail tool for artist use and blood fx.

**Alvin and the Chipmunks 3** - PyroFx smoke, RBD wire simulations, lighting and rendering of lava bombs.

**Mr. Poppers Penguins** - Lighting and rendering ocean surfaces and snow elements (troughs, kickup, footprints).

**Hop** - Setup and maintained hangar light rig, lighting of night time factory shots.

Digital Domain | July 2010 - September 2010

[Effects Artist]

**Tron Legacy** - Disc heat distortion, atmospheric lighting, clouds and portal mist, and light bike fuel explosion.

Rhythm and Hues | February 2010 - June 2010

[Junior FX TD]

**Charlie St. Cloud** - Shading and rendering ocean surfaces with foam and god rays.

Side Effects Software | September 2009 - December 2009

**Intern** - Troubleshooted and used new/future tools in Houdini and worked on internal demos.

## Software and Platforms

**Proficient** - Houdini, Maya, Nuke, Katana, Redshift

**Familiar** - Renderman, Python, Arnold, Unreal Engine