

# Sydney Gardner

## FX Technical Director

Provo, UT | Open to Relocation

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[LinkedIn](#) | [Demo Reel](#) | [Portfolio](#)

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### WORK EXPERIENCE

#### FX Technical Director – Brigham Young University (January 2025 - Present)

*“Honey Business” 2026 Capstone Animated Film - FX Team Lead, FX Technical Director*

- Design, implement, and art direct various elements and FX for key shots using Houdini and Renderman including dust, destruction, water, RBD, and large-scale environmental effects including grass, foliage, and plants
- Create, document, and implement custom Houdini Digital Assets and systems for generating and simulating grass and plants, including character interaction, to streamline FX pipeline and improve team efficiency
- Lead a team of 6 FX artists in developing tools and creating visual FX for BYU's animated short film, ensuring high-quality, stylized effects aligned with the film's artistic style and look
- Provide feedback and art direction on FX shots to guide team members through revisions and polish, managing team workflow using Flow Production Tracking
- Collaborate regularly with the director, producer, and other department leads

*“Love & Gold” 2025 Capstone Animated Film - FX Technical Director*

- Design, implement, and art direct various FX for key shots using Houdini and Renderman, including dust, dirt, sparks, magic, snow, fire, and RBD
- Regularly apply notes from FX lead and collaborate with FX team to ensure continuity and visual alignment with the film's style

#### Animation Teaching Assistant – Brigham Young University (January 2025 – April 2025)

- Support 30 students in learning industry-standard tools including Maya, Arnold, and Substance Painter
- Teach foundational skills in modeling, texturing, lighting, composition, and rendering through in-class demos and additional one-on-one guidance

#### 3D Generalist – Studio B113, Brigham Young University (August 2024 – December 2024)

- Model, rig, texture, light, and render assets for studio projects using industry standard tools like Maya, Substance Painter, and Unreal Engine
- Collaborate within a team to meet deadlines and maintain consistent visual quality and style

### EDUCATION

#### BS in Computer Science, Emphasis in Animation - Brigham Young University

- Expected to graduate in April 2026
- Relevant Coursework: 3D FX, 3D Graphics and Rendering, Animated Film Production, Shading, Modeling

### SKILLS

- Experienced with **Houdini, Autodesk Maya, Unreal Engine, Adobe Substance Painter, Karma, Renderman, USD, Shotgun Flow Production Tracking**
  - Proficient in **Python, MEL, VEX, and C++**
  - Experienced with **production workflows**
  - Visual understanding of physical dynamics
  - Strong problem-solving skills
  - Quick to learn new tools, techniques, and workflows
  - Thrives in collaborative and fast-paced environments
  - Self driven and proactive
  - High attention to detail
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