

Sydney Gardner

FX Artist

Provo, UT | Open to Relocation

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

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 FX for key shots using Houdini and Renderman, including dust, dirt, fluids, RBD, and large-scale environmental effects including grass, foliage, and plants
- Create and document custom Houdini HDAs for generating and simulating grass and plants, including character interaction, to streamline FX pipeline and improve team efficiency
- Lead a team of 2 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**, **C++**, and **Java**
- Experienced with **production workflows**
- Experienced with **all aspects of 3D Animation Pipeline**
- Knowledge of **Linux systems**
- Quick to learn new tools, techniques, and workflows
- Thrives in collaborative and fast-paced environments
- Self driven and proactive
- High attention to detail

REFERENCES

Seth Holladay

- holladay@cs.byu.edu