

**Website:**

benhallvfx.com

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Hey! I'm Ben Hall

I am a results-driven, Houdini FX artist who specialises in crafting **photorealistic phenomena and motion graphic** shots.

As someone with a **meticulous** approach to working, I **consistently exceed project deadlines** by delivering high-quality shots promptly.

Completing each project I do to the best of my ability, whilst remaining **methodical and creative**, is now second nature to me.

My involvement in collaborative projects has enabled me to be more **efficient at logically solving problems** in a fast-paced environment.

When I'm not working, I spend my time outside cycling, skateboarding, or exploring. I enjoy crocheting, especially combining it with my love for superheroes. If I'm not outdoors, I'm easily immersed in video games.

Education:

SEP 2021 - JUL 2024 | ARTS UNIVERSITY BOURNEMOUTH

BA (Hons) Visual Effects for Film and Television (First Class Honours)

Responsible for:

- DEC 2023 - Present: FX Artist for our collaborative graduation film, 'Reel Deception'. I am responsible for creating photorealistic assets such as fire, smoke, and props.
- FEB 2023 - MAY 2023: 3D supervision on set for graduation film, 'A-Side'. I worked between the director and VFX team from supervising on set to the VFX production. I ensured the intended shots were delivered on time to the expected quality.

SEP 2018 - JUN 2020 | BEACON SIXTH FORM | CROWBOROUGH

A-Levels

- **D*D in Digital Media**
- **B in Art Graphics**

Employment:

APR 2020 - JULY 2021 | LIDL GB | CROWBOROUGH

Customer Assistant

- This role improved my social skills within a busy environment, whilst also learning how to prioritise tasks. Arriving early with a strong work ethic became second nature.

Skills:

Technical:

- Confident in Houdini
- Rendering in Solaris, using Karma and Arnold
- Volumes with Axiom Solver
- Some experience with VEX
- Compositing in Nuke
- General knowledge of pipeline tools and software