

# Naomi Puchta

VFX Artist

## Contact

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**SOCIAL**  
Li Naomi Puchta

## Profile

Passionate VFX artist experienced in asset creation and specializing in visual effects in Houdini. Skilled with utilizing VEX programming and effects such as particle dynamics, and fluid and pyro simulations, to further support storytelling in film. I am seeking to apply and further hone these techniques and skills in production.

## Summary of Skills

### VFX CREATION

- Proficient with SideFX Houdini
- Capable of creating concepts and executing them in FX with an organized and critical fashion
- Familiar with program languages such as VEX, Python, Java and Javascript
- Experience with HDA creation in Houdini

### DESIGN AND TEXTURING

- Capable of designing, modeling, and texturing assets to be used in scenes with or without ufx
- Solid understanding of asset pipelining and it's use for setdressing a scene with or without ufx

### CONCEPT CREATION

- Skilled with plotting breakdowns to further optimize future creation of certain scenes with but not limited to ufx
- Experience with creating storyboards for ufx and character oriented shots

### COMMUNICATION

- Ability to receive feedback and translate directional notes.
- Intrinsic drive to improve technical and artistic skills in and out of work.
- Team and culture oriented with enthusiasm for collaboration.

## Professional Experience

Freelance Work 2019-2020  
Worked as a freelance character artist taking commissions and creating character designs and reference sheets for clients.

## Education

USC  
Los Angeles, CA  
Animation Fundamentals and Foundations of Game  
August 2019

Gnomon  
Los Angeles, CA  
BFA in Fine Arts in Digital Production  
June 2024

Gnomon (Supplemental Classes)  
Creature Sculpting + Texturing 4  
October - December 2024

## Digital Skills

### 3D SOFTWARE

Houdini  
Maya  
Substance Painter  
Zbrush  
Vray  
Redshift  
Yeti  
Karma  
Unreal Engine  
XGen

### EDITING SOFTWARE

After Effects  
Photoshop  
Medibang  
Nuke

### DESIGN SKILLS

Stylized Digital  
Characters  
Storyboarding  
Character Sculpting  
Asset Modeling  
Asset Texturing  
Compositing  
Lighting  
Effects

### LANGUAGES

English (Native)  
German  
(Novice/Conversational)

### INTERESTS

Sports, Animals,  
Cartoons, Videogames,  
Movies, Language  
Learning