

CHEMA DEL FRESNO MARTÍNEZ | SENIOR HOUDINI FX TD

CONTACT

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LinkedIn: [linkedin.com/in/chemadelfresno](https://www.linkedin.com/in/chemadelfresno) | Reel: vimeo.com/chemadelfresnovfx | From
Barcelona. Resident in Zaragoza, Spain.

PROFESSIONAL PROFILE

Senior Houdini FX TD with over 20 years of experience in film (live action and 3D animation), television series, and commercials. Specialized in unconventional effects, with artistic sensibility and technical rigor. Extensive experience in advanced particle and fluid simulations, such as water, fire, clouds, smoke, hair, cloth, explosions, destruction, magical and abstract FX. FLIP, Pyro, Vellum, RBD. CFX. Crowds. High level of proficiency in VEX and Python programming for HDA development. Experience as a Character TD/Rigger. Focus on optimization, creative problem-solving, and teamwork. Proactive, detail-oriented, and adaptable, with a commitment to continuous learning of new techniques and tools. My professional career has been developed working in VFX studios in Spain and London (UK).

KEY SKILLS

Houdini FX · FLIP · Pyro · Vellum · RBD · CFX · Crowds · Particle Simulation · Fluid Simulation · VEX · Python · HDA · Rigging · Optimization · Lookdev FX · Problem Solving · Teamwork · Creativity · Attention to Detail

PROFESSIONAL EXPERIENCE

El Ranchito - Madrid, Spain (Remote from Zaragoza) | Senior FX TD | 09/2020 - 02/2026

- FX Lead on *Shadow and Bone Season 2*.
- Complete creation of the Nichevo'ya creature FX in *Shadow and Bone Season 1* (setup, particles)
- FX simulations and setups for live-action film and TV series.
- Projects: *Society of the Snow - plane crash into the mountain (Goya and EFA Awards for Best VFX)*, *See Season 2 (VES Nomination)*, *Cien años de soledad*, *Marbella*, *Locke & Key Season 2*, *Five Days at Memorial*, *Leave the World Behind*, *Deep Water*, *The Bluff*.
- **Temporary remote work for Blur Studio, Los Angeles, USA** (December 2025 - January 2026), provided by El Ranchito:
Project: "Skydrift" | Episode 2 Story Cinematic - Highguard video game.
Role: Remote Senior FX TD, development of dust setups for footprints.

Passion Pictures - Barcelona, Spain | Senior FX TD | 01/2020 - 02/2020

- Simulations and creation of setups for advertising.

Framestore - London, UK | Senior FX TD | 04/2019 - 11/2019

- FX in *Fast & Furious: Hobbs & Shaw*, *Wonder Woman 1984*, *Dolittle*.
- Explosion simulation, particles. Rigid bodies of Wonder Woman's metallic golden armour wings when removed, metal deformation. Liquid simulations.

MPC - London, UK | Senior FX TD | 09/2018 - 03/2019

- FX simulation with pyro to form Mufasa's face in the clouds in *The Lion King* (Academy Award and VES Award for Best Visual Effects).
- Simulation of dust and sand, atmospheric effects in footprints. Magical effects on fireflies.

Double Negative - London, UK | Senior FX TD | 01/2017 - 09/2018

- FX in *Avengers: Infinity War*, *Justice League*, *Pacific Rim: Uprising*, *Mission: Impossible - Fallout*, *Fantastic Beasts: The Crimes of Grindelwald*.
- Simulations and setups. CFX cloth of Vision, Proxima Midnight, and Corvus Glaive. Cyborg RBD transformation, procedural transformation of the Mother Box, clouds, ground, missile and Cyborg smoke trails. Blue fire dragons. Helicopter impact on the snowy mountain, RBD.

Ilion Animation Studios - Madrid, Spain | Senior FX TD | 08/2016 - 12/2016

- Houdini SideFX.
- Project: *Wonder Park* . 3D animated feature film.

MPC - London, UK | Senior FX TD | 06/2015 - 07/2016

- Houdini SideFX, Maya, Flowline.
- Projects: *The Jungle Book (Academy Award for Best Visual Effects)*, *Spectre*, *The Hunger Games: Mockingjay - Part 2*, *X-Men: Apocalypse*, *Passengers*.
- Simulation of metallic debris flow in Magneto's magnetic fields. Jungle fire and smoke. Snow in the scenes of the car and plane chase. Mountain explosion, dust, dirt. Snow avalanche. Fluids: Air leak and expanding sealing foam.

Passion Pictures - London, UK | Senior FX TD | 03/2015 - 06/2015

- Houdini, Maya, Arnold.
- Commercial: *Les Furets - "Projet de classe"* . Cat's fur.

Red Knuckles - London, UK | Senior FX TD | 01/2015 - 01/2015

- Maya and RealFlow Next Limit. Commercial.

Passion Pictures - London, UK | Senior FX TD | 03/2014 - 11/2014

- Houdini. Hair and lighting. Water.
- Projects: *Nike "The Last Game"*, *Compare the Meerkat "Oleg's Journey in Africa"*.

Entropy Studio - Zaragoza, Spain | Senior FX TD | 04/2009 - 01/2014

- Softimage XSI. RealFlow. Mental Ray and Arnold. FX for live-action film, TV series, and advertising. Stereoscopic 3D.
- Simulation of fluids, smoke, hair, fabrics, flocks of birds, schools of fish. Crowds.
- Featured project: *Eva* (Goya Award, Sitges Film Festival Award, Gaudí Award, Fantasporto Award, Sci-Fi World Magazine Award for Best VFX)
- Hand Up System (3D Floating Emotional Intelligence Control Software): rigging, particle simulation, procedural animation, light trails, Hand Up disintegration system.
- Simulation of a school of fish. Simulation of the sea with ship particles, underwater bubbles, rain, fog. Crowds in the street.
- *Todo es silencio*, *De tu ventana a la mía*, *Silencio en la nieve - flock of birds*. *The Ship TV series - ocean sim*. *Velvet Galleries TV series - Crowds of people walking in the streets*. *Simulation of the Entropy Studio website logo*, *Gas Natural commercial*, *Telefónica Bravo commercial*, *Rodar y Rodar Productions opening sequence - school of fish*, *The Dream Factory - National Lottery Christmas Ad 2012 - ocean sim*.

Enne Entertainment - Salamanca, Spain | Character Rigger TD | 07/2007 - 01/2009

- Development of quadruped rigs in Maya.
- Development and programming of pipeline tools in MEL and Python.
- Implementation of CMuscle in the production pipeline.
- 3D animated short film *"The Old Chair"*.

Bren | Filmax - Santiago de Compostela, Spain | 03/2005 - 02/2007

- Senior FX TD | 03/2006 - 02/2007

- Character Modeler | 03/2005 - 02/2006
- Softimage XSI, Syflex, RealFlow.
- Project: *Donkey Xote*. 3D animated film. Fluids, cloth, hair, particles, magic. FX compositing and lighting.

ECC Academy (Europe Company Corporation) - Barcelona, Spain | 2000 - 2001

Computer Graphics Instructor

- Teacher of 3D graphics and multimedia production.
- Tools and technologies: 3D Studio Max, Adobe Premiere, Macromedia Director, Photoshop, CorelDRAW.
- Web and multimedia programming: Java, JavaScript, Dreamweaver, HTML.

ACADEMIC BACKGROUND

9zeros Animation Techniques Study Center of Catalonia - Barcelona, Spain | 2002 - 2004

- Official center accredited by Avid/Softimage, Academic Partner Program (ATP): Advanced Character Animation Course with XSI.

Fak D'Art, Media Art Institute - Barcelona, Spain | 2001 - 2002

- 3D Animation Course with Softimage XSI.

Occupational Training of the Generalitat of Catalonia - Barcelona, Spain | 1997 - 1998

- Digital Audio and Video applied to Multimedia
- Student of multimedia techniques and programming.
- Languages and technologies: C, C++, Pascal, Java, JavaScript, Lingo (Macromedia), MS-DOS, HTML.
- Software: 3D Studio, 3D Studio Max.

GORGS High School - Barcelona, Spain | 1991 - 1995

- High School Diploma in Science.
- Relevant subjects: Mathematics, Physics, Chemistry, Biology.

TECHNICAL SKILLS

Software: Houdini (FLIP, Pyro, Vellum). Maya. Arnold. Mantra. Nuke (pre-comp).

Programming languages: VEX. Python. Mel.

OS: Linux, Windows

AWARDS AND RECOGNITION

VES Award. 2024 Nomination. Best Visual Effects in a Photorealistic Episode. Shadow and Bone (Netflix). Nichevo'ya, the Shadow Monster. FX Lead/Senior FX TD.

PUBLICATIONS

Contributor to the book: *Eva: The Making of*. Various authors.

Ocho y Medio Ediciones | ISBN 9788496582729 | Madrid, 2011.

PRESENTATIONS AND CONFERENCES

- **Mundos Digitales | Santiago de Compostela, Spain | 2023**
Presentation: "Nichevo'ya, a Particular Creature."
- **b'Ars - International Arts and VFX Fair | Barcelona, Spain | 2023**
Presentation: "Nichevo'ya, a Particular Creature."
- **9zeros ECIB - Barcelona Film School | Barcelona, Spain | 2016**
Masterclass on FX in Houdini.

- **2nd TECSMEDIA Conference - Virtual Worlds and 3D Production. Walqa Technology Park, Huesca, Spain** | June 2013
Presentation: "Animation and Visual Effects with RealFlow (Next Limit Technology) in Entropy Studio."
- **4th Technical Conference - CPIFP IES Los Enlaces | Zaragoza, Spain** | 2012
Presentation: VFX for the film Eva.
- **Luis Alegre's "La Buena Estrella" Colloquium Series - University of Zaragoza, Zaragoza, Spain** | 2011
Participation: Presentation of the film "Eva" with director Kike Maíllo and Entropy Studio.

LANGUAGES

Spanish | Catalan | English

HOBBIES

Robotics | Video Games | Cooking | Synthesizer Jam Sessions