

Stephanie Caine

MacCarthy

FX TD

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FORMATION

SCHOOL OF VISUAL ARTS

2017 - 2021 | BFA Computer Art

CG MASTERY ACADEMY

2020-2021 | Houdini Procedural
Modeling for Production

COMPÉTENCES

TECHNICAL

Houdini / VEX

Deadline/Tractor

Teradici/RemotePC

Renderman

Shotgun

Redshift

Arnold

Python

Maya

Nuke

LANGUES

English

French

Portuguese

German

BÉNÉVOLE

ACCESS VFX MENTOR - Aidez les étudiants à comprendre Houdini et aidez-les à démarrer leur carrière dans les effets visuels. Discutez de leurs ambitions et donnez-leur des critiques sur leur travail pour les préparer à l'industrie.

EXPÉRIENCE

FX TD

Feb 2022 - Present

DNEG | Redefine, Montreal, Quebec

Glass Onion: A Knives Out Mystery (2022)

Brahmastra (2022)

American Born Chinese (TV Series 2023)

Me Time (2022)

Halo (TV Series 2022)

We Have A Ghost (2022)

Scream 6 (2023)

Knights of the Zodiac (2023)

FX TD - FREELANCE

Oct 2022 - Dec 2022

Nickelodeon Animation Studios, Burbank, CA

Monster High (TV Series)

FX TD - FREELANCE

Aug 2022 - Oct 2022

Axis Studios, Bristol, England, UK

A Man Called Otto (2022)

FX ARTIST

Sept 2021 - Jan 2022

MPC, Montreal, Quebec

Disenchanted (2022)

Spacemen (2022)

RÉALISATION

Outstanding Achievement Award

School of Visual Arts - May 2021 (*Frostbite*)

Official Selection

Montreal International Film Festival - Animaze 2021 (*Frostbite*)

Official Selection

Chicago International Children's Film Festival (*Frostbite*)

Official Selection

Athens Digital Arts Festival 2021 - (*Frostbite*)