

Anthony DeVengencie

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[IMDB Profile](#) [LinkedIn](#)

Skills

Maya Fluids Simulation & Rendering
FumeFX Fluids Simulation & Rendering
Particle Simulation & Rendering
Rigid Body Simulation
Cloth Dynamics
Compositing & Post-FX
Lighting & Shading
Multi-pass Rendering
Modeling & Animation
Texturing & Spritesheet Design
Storytelling & Shot Design

Software Known

Autodesk Maya
Autodesk 3DS Max
FumeFX for Maya
Krakatoa for Maya
Nuke
Adobe Creative Cloud Products
Substance Painter
V-ray, Mental Ray
Houdini
Unity Engine
Unreal Engine

Education

Bachelor of Science Degree in Computer Animation, Full Sail University, 2011

Work Experience

Full Sail University - Winter Park, FL

Oct 2017 - May 2021

Tier 1 Technical Support Specialist/Mentor

Responsibilities:

- Provide technical support via phone & email
- Perform case management on a per student basis, with Salesforce
- Assist students with obtaining software product keys
- Assist students with installing industry standard software
- Provide troubleshooting and support within Full Sail's LMS for students & faculty
- Assist Full Sail's IMT department with various side projects such as QA testing, tutorial creation, etc.
- Assist students in-person attending events such as orientation and tutoring open hours
- Assist with training new hires on support calls & emails, as well as case handling SOPs and best practices

Ellucian - Maitland, FL

July - Oct, 2017

Tier 1 Technical Support Technician (Contract)

Responsibilities:

- Provided technical support via phone, with ticketing system ServiceNow
- Supported 12 different schools within higher education
- Performed password resets
- Performed A/V troubleshooting via phone
- Provided LMS troubleshooting and training (Blackboard, Canvas, Desire2Learn)

Ninjaneer Studios, LLC - Oviedo, FL

Feb - Mar, 2016

CG Artist (Contract)

Unannounced Animation Project

Responsibilities:

- Storyboarding of project
- Ensuring all animation worked within time requirements of project
- Modeling & texturing of assets for animation project
- Creating Smoke & Cloth FX to enhance animation project
- Composite and edit final videos to send to the client, using Adobe After Effects
- Worked and scheduled tasks autonomously with daily check-ins with supervisor

Falcon's Digital Media/Falcons Creative Group - Orlando, FL

Aug 2013 - Jan 2016

FX Artist and IT Support Specialist (both positions in tandem)

FX Artist Responsibilities:

- Designed & Rendered Fluid FX elements (Fire, smoke, explosions, ocean surfaces, water FX), as well as particle FX elements (electricity, sparks, energy fx, debris) for several projects, and tracked these assets to final shot through a production pipeline software
- Created & Textured 3D models for FX Dynamics use, freeing up the modeling department to spend more time with other tasks
 - Modeled with Autodesk Maya
 - Textured with Adobe Photoshop & Autodesk Mudbox
- Performed shading & lighting for several environments for internally used projects
- Designed 2D FX assets via compositing software for smaller scale video projects
- Mentored and helped other FX artists to help complete other projects not directly assigned to me
- Built and tested environments in Unity & Unreal engine for augmented reality use

IT Support Specialist Responsibilities:

- Oversaw all new hardware purchases to maintain company budget standards
- Maintained company workstations (software update rollouts, hardware changes/maintenance, software license management)
- Maintained company inventory of computer hardware & accessories (completed workstations, workstation parts, laptops, tablets, cables, etc.)
- Maintained video conference room hardware, troubleshoot video conference software to ensure remote conferences/interviews could operate smoothly
- Performed server blade hardware maintenance for 2 internal company servers & a 50-machine render farm

Left Digital Media, LLC – Winter Park, FL**Sept 2011 - Apr 2012*****FX Artist (Contract)*****“Against The Wall” Short Film****Responsibilities:**

- Keyed out green screens for several shots, and painted out set markers from the shots
- Added eye enhancement FX for several shots (Brightening, color changes, etc)
- Created CG debris & smoke elements for several shots
- Created CG UI elements for a vehicle dashboard screen

Full Sail University – Winter Park, FL**Aug - Nov, 2011*****VFX Intern*****Responsibilities:**

- Proactively designed and created FX tutorials, which provided students a vital way to learn technical processes
 - Created step-by-step text tutorials with screenshot visual aids
 - Recorded “podcast” style video tutorials with screen recording software and microphones
- Critiqued and worked with students on their projects to better improve their work
- Created additional assets to improve personal portfolio
- Designed and created a personal website to host portfolio content & resume