

RAIMY RASHID

LEAD VFX ARTIST



PROFILE

Born in Singapore. Currently 26. Graduated from Nanyang Polytechnic's Digital Visual Effects in 2014. Got my first job at Infinite Frameworks Studio Batam in 2016 as a 3D Lighting & VFX Artist.

EXPERTISE & SKILLS

- FX
- Lighting
- Compositing
- Matchmoving
- 3D Modeling
- Sculpting
- Graphic Design
- Video Editing

CONTACT



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EXPERIENCE

2013
(6 months)

Internship at Moving Images Company

- Responsible for 2D compositing, rotoscoping and wire removals using Nuke.
- Responsible for Cloth FX in Houdini.

2016
(1.5 years)

Lighting & VFX Artist at Infinite Frameworks Studio Batam

- Responsible for being a Lighting and Visual Effects artist for Munki & Trunk 3D animated series using Houdini.

2018
(1 year)

Lighting & VFX Artist at Tiny Island Productions

- Responsible for being a Lighting and Comp Artist for the 3D animated series Mansour using Maya V-Ray and Nuke.
- Responsible for doing FX, RnD/LookDev for company's IP trailer using Houdini and Nuke.
- Responsible as a 3D set dresser using Maya.

2019
(Current)

Lead VFX Artist at Infinite Frameworks Studio Batam

- Responsible for being a Junior VFX Lead Artist for Jungle Beat The Movie using Houdini.
- Responsible for being the Lead VFX Artist for Jungle Beat Season 8 series using Houdini.

EDUCATION

2011

Diploma in Digital Visual Effects with Merit
Nanyang Polytechnic

2017

Specialist Diploma in Digital Media Production
Nanyang Polytechnic

2018

Specialist Diploma in Advance VFX Houdini
Nanyang Polytechnic

SOFTWARE

Houdini

Nuke

Maya

Boujou

ZBrush

Cinema 4D

Adobe Photoshop

Adobe Premiere Pro

