# Luca Scheller
## FX TD

Website | www.lucascheller.de
E-Mail | luca.scheller@gmail.com
Phone | +49 157 82496567

## About Me

Name | Luca Scheller
DOB | 05.05.1996
Languages | English, German
Location | Munich, Germany
Relocation | Open To Relocation, Work Permit For EU
Primary Objective | FX TD (using Houdini FX)
Secondary Objective | Tool/Pipeline TD

## OBJECTIVE

Passionate FX TD with emphasis on tool building and workflow optimization to help your company achieve its goals faster. Core skills include procedural FX simulations, scripting, and production proven tool/pipeline development. Self-driven and communicative team player who creates thriving collaborative environments through active problem-solving and training of other artists for the latest VFX workflows. Clients included BMW, Ferrero, Toyota, Storck, Henkel and more.

Currently developing my own Open Source VFX / Pipeline related tools under the name LYNX.

## Core Competencies

- Setting up and developing natural & organic FX (particle/smoke dissolves, destruction RBD, cloth, hair, fluid simulations)
- Tool development using Houdini / Python / PySide2/PyQt
- Camera/Object Tracking & Hard Surface Modeling
- Solid foundation in rigging, shading, lighting

## Software Skills

Houdini FX | Maya | Nuke (Essentials) | RealFlow (Essentials) | Blender
Mantra | V-Ray | Redshift | Cycles | Photoshop | PFTrack
Vex | Python | PySide2/PyQt | Git and growing

## Work Experience

**July 2015 - present**

### 3d Generalist / FX TD / Pipeline TD
südlich-t GmbH

- 3d Generalist/FX TD work for international TV commercials
- Implement ACES color workflow
- Configure Houdini ("Rush" Render Manager integration, custom Houdini pipeline assets/scripts)
- Teach Houdini introduction classes & train individual artists
- Automate data transfer between Houdini/Maya/V-Ray for faster cache versioning
- Write documentation for internal pipeline

**Jan. 2018 - present**

### LYNX | Tool Development / Tutorials
Developing my own open source tools & creating tutorials on various topics

## Education

**Jan. 2011 - present**

### Online Courses / Masterclasses
SideFX, Entagma, CGCircuit, AppliedHoudini, VFXHive, and many more

**Apr. 2013 - Oct. 2014**

### PIXL VISN Media Arts Academy
3D Animation & VFX Diploma

## Publications

**January 2020**

### Digital Production Magazine | Issue 2020/01
Responsible for the cover picture & article about the LYNX toolset