

Travis Rainford

VISUAL EFFECTS ARTIST

Profile:

VFX Artist from San Antonio, TX with a focus on dynamic simulations, procedural effects, and technical art. Looking for any opportunity to better my craft!

Skills:

- Simulation and Dynamic Effects
- Procedural Modeling
- Procedural Shading/Surfacing
- Procedural Tool Building
- Hard-Surface Modeling
- Surfacing
- Coding – Python, C++, VEX

Programs

- SideFX Houdini
- Autodesk Maya
- Substance Painter
- Substance Designer
- Adobe Creative Suite
- Pixar Renderman
- Foundry Nuke
- Epic Unreal Engine
- Linux OS - Ubuntu

Contact

- College Station, TX
- travis.a.rain@gmail.com
- www.trainford.com

Media Projects

CLUCK'D UP / TAMU SUMMER INDUSTRY COURSE 2023

FX Lead. Aside from the simulated hair, responsible for all dynamic effects as well as all procedural modeling. Also contributed to modeling, surfacing, layout, and concept. Software: Houdini, Maya, Painter, Designer, Nuke. **Best in Show in *Viz-A-GoGo 31*.**

THE SKEETER SERIES / STUDENT GROUP 2023 - 2024

Series of three shorts. Created by TAMU student group under a self-imposed time crunch as a personal challenge. VFX artist for all shorts. All shorts created in under three days each. Stylized and heavily art-directed pyro, particle, rigid-body, and vellum simulations as well as procedural animation. Software: Houdini, Maya, Nuke. **Best in Timed Based in *Viz-A-GoGo 31*.**

STYLIZED RENDERING STUDY 2023 - 2024

Year-long study into stylized rendering techniques. The team consisted of four artists and two mentors. My role as the technical artist was to try and bring the art director's vision to 3D. Software: Houdini, Maya, Nuke. **Best in Tech Art in *Viz-A-GoGo 31*.**

TRANSMISSIONS / DELTA KAPPA ALPHA 2020

Executive Producer. Student-funded film made with the help of a grant from DKA, which I joined as an undergraduate. Eight-minute horror short shot on a \$4000 budget over three days. Honorable mention at the *2021 Cleveland Short. Sweet. Film. Fest.*

Education

MS- VISUALIZATION / TEXAS A&M UNIVERSITY 2022 - 2024

Graduated May '24. Heavy focus on VFX, dynamic simulations, procedural modeling, and procedural asset creation.

BS- RADIO-TELEVISION-FILM / UNIVERSITY OF TEXAS 2017 - 2021

Live Production track with a focus on producing and project management. Gained valuable onset experience and guiding a project from conception to distribution. 3.85 GPA

MINOR- MANDARIN CHINESE / UNIVERSITY OF TEXAS 2018 - 2021

Personal interest in the Chinese language led to the pursuit of a minor. Intermediate proficiency. 3.65 GPA