

Mark Serdtse FX TD

Name: **Mark Serdtse**
Address: Tel Aviv, Israel
Tel: +972 52 4746903
Email: mar4elo@gmail.com
Web: dhyanaVFX.com

Work experience:

- Current position: **FX TD**
[Gravity Creative Space](#)
- 2009-2015 **Lead FX TD/Modeler**
Visual effects development and realization.
Optimization of solutions for schedule limitations.
Water, cloth, fur, particle, crowd, wire, RBD and volumetric FX.
Close cooperation with TD, shading, lighting and compositing artists.
Modeling of complex polygonal objects in an efficient way using various techniques.
Knowledge and skill of creation high- and low-poly models for features, TV and commercials.
Gravity Creative Space
- 2008-2009 **Simulation Artist**
Crowd, RBD, Soft Body, Fluid simulations and random volumetric visual effects for animated feature film.
Animation Lab
- 2005-2007 **TD/CG Generalist**
Pipeline development, Matchmoving, Compositing, FX, Modeling for games, internet catalogs, TV and commercials.
HandsUp Design
- 2003-2005 **CG Generalist/ Graphic Designer**
UI Design, architecture visualization, medical visualization, interactive presentations, compositing, flash animation.
Web3D

Technical Skills:

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|---------------|---|
| Maya | Cloth, wire, particle, fluid, RBD simulation, modeling, technical rigging. |
| Houdini | Procedural modeling, technical rigging, conceptual setups, FLIP, Pyro, fur, wire, cloth, RBD and particle fx. |
| 3DSMax | Particle flow, FumeFX, Krakatoa, modeling. |
| RealFlow | Fluids, water surfases, rbd simulation. |
| Massive | Crowd simulation. |
| Nuke | Basic compositing. |
| After Effects | Compositing, Motion Design. |
| ZBrush | Advanced user. |
| Mudbox | Advanced user. |
| Boujou | Matchmoving, Object tracking. |
| Photoshop | Advanced user. |

Program Languages: Python, Mel

Education:

- 2001-2003 Graphic design and visual communications
Western Galilee College
- 2009 Maya VFX Courses
"Scream School" - Autodesk authorized training center
- 2010 Houdini Base, Houdini Advanced, Math for 3D courses
Houdini-Howto training center
- 2013 RealFlow courses
"VFX Learning" - Nextlimit Authorized training center
- 2013 Python for FX artist courses
Paul Winex training center
- 2014 Python for Houdini courses
CGNinjas online courses

Background:

Born and raised in Siberia, Russia. Later immigrated to Israel.
Due to the former I'm calm and purposeful.
Thanks to the latter I'm creative, sociable, and can find simple solutions for complex tasks.
Travelled a lot around the world, always open for new ideas.
Constantly found in a process of improving my personal abilities.