



NICHOLAS PALERMO
FX ARTIST & VFX GENERALIST

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Objective

Active U.S. Security Clearance (Secret) FX Artist and VFX Generalist with a diverse background developing photorealistic media and high-end visual effects. Highly adaptive technical problem solver skilled at integrating emerging tools and software workflows to empower cross-functional teams of creatives within fast-paced production environments.

Experience

Lockheed Martin Aerospace and Defense | Sr Design Engineer | 2024 – 2026

- Developed product simulations and strategic marketing media initiatives under an active U.S. Secret Clearance supporting aerospace defense proposals and cross-departmental digital pipelines.

Freelance VFX | FX Artist / VFX Generalist / Videographer / Photographer | 2024

- Operated as an independent contractor delivering end-to-end commercial video production, photography, and custom FX elements for corporate clients.

SPINVFX | FX Artist | 2022 – 2024

- Developed dynamic pyro and FLIP FX simulations using SideFX Houdini for high-profile feature films and tv-series securing a secondary production credit on Marvel's *Antman and the Wasp: Quantumania* (Marvel) delivering high-priority FX assets.

The Third Floor | Postvis Artist | 2021 – 2022

- Leveraged my diverse VFX Generalist background to execute complex previsualization for premier properties, including Amazon's Emmy nominated *Rings of Power* and Marvel's *Antman and the Wasp: Quantumania*.

Primal Screen | FX Artist & VFX Generalist | 2018 – 2020

- Developed dynamic fluid, smoke, and environmental FX simulations while managing quality control workflows for all animated shots across the *Elf on the Shelf* franchise, including *Elf Pets: A Fox Cub's Christmas Tale*, and *Cocoa with Joe*.

Lighthouse Productions | FX Artist / VFX Generalist / Videographer / Photographer | 2017 – 2018

- Functioned as camera operator, video editor, and motion designer creating commercial marketing pipelines and visual effects.

Gwinnett County Public Schools (GCPS) | VFX Generalist | 2016

- Developed the comprehensive graphics package for the Gwinnett Sports Hall of Fame broadcast, client network intros, and the regional Emmy promotional campaign.

LionStar Films | VFX Generalist | 2015

- Supported artist pipeline for client stage events and video intros.

Atlanta Braves | Creative Services Coordinator | 2014 – 2015

- Produced large-format stadium Jumbotron motion graphics, regional TV advertisements, and cinematic themed event openers including an immersive *Star Wars* theme-night graphics package, earning a nomination at the 2015 Golden Matrix Awards.

Technical Skills & Applications

- **Core Competencies:** Dynamics and Simulation, Procedural Modeling, Animation, Texturing, Digital Lighting, Compositing, Look Development, and Pipeline Engineering.
- **Proficient:** Houdini, USD, Karma, Mantra, RenderMan, Arnold, Maya, Nuke, After Effects, Mocha, Premiere Pro, Photoshop, Illustrator, Final Cut Pro, ShotGrid
- **Familiar with:** Unreal Engine, Cinema 4D, Mudbox
- **Scripting:** BASH, VEX, Python, MEL
- **OS:** Linux, MacOS, Windows

Education

Masters of Fine Arts (MFA) in Visual Effects | Savannah College of Art and Design (SCAD), Atlanta, GA

Bachelors of Fine Arts (BFA) in Visual Effects and Motion Graphics | The Art Institute of Atlanta, GA

Military Experience

U.S. Marine Corps | 2005 – 2009

- **Military Certifications:** HAZMAT Trained, Basic Machine Gun Trainer, USMC Martial Arts-Brown Belt, Forklift, HMMWV, 7-Ton Truck, MRAP Truck Operating Licenses, U.S. Secret Clearance (Currently Active).
- **Decorations & Awards:** Iraq Campaign Medal, Bronze Service Star, Sea Service Deployment Ribbon, Global War on Terrorism Service Medal, National Defense Service Medal, Marine Corps Good Conduct Medal.