



NICHOLAS PALERMO

FX ARTIST & VFX GENERALIST

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Objective

FX Artist and VFX Generalist with a diverse background in developing exciting photorealistic media for the viewer. Enjoys challenges, loves learning new techniques, equipment and applications, while building exciting solutions with a team of creatives.

Experience

Freelance FX Artist/VFX Generalist/Videographer & Photographer - (February 2024 - Present)

- Self Employed

SpinVFX - FX Artist - (April 2022 - February 2024)

- Develop FX simulations on major feature Film and TV series in addition to earning a secondary credit on *Antman and the Wasp: Quantumania (Marvel)*

The Third Floor - Postvis Artist - (February 2021 - March 2022)

- Perform Previs/Postvis on major feature Film and TV series together with applying my FX/VFX Generalist experience toward Emmy nominated *Rings of Power (Amazon)* and *Antman and the Wasp: Quantumania (Marvel)*

Primal Screen - FX Artist - (December 2018 - May 2020)

- *Elf on the Shelf, Coco with Joe* - FX Artist (September 2019 - May 2020) responsible for developing fluid and pyro sequences while performing quality control over all animated shots
- *Elf on the Shelf: Elf Pets A Fox Cub's Christmas Tale* - VFX Generalist (December 2018 - March 2019) overseeing all final animated shots for feature length 3D animated film

Lighthouse Productions - VFX Generalist - (November 2017 - September 2018)

- Video Editor, Camera Operator, Motion Design Artist, and VFX Generalist for business marketing solutions

Gwinnett County Public Station (GCPS) - VFX Generalist - (March 2016 - August 2016)

- Developed Gwinnett Sports Hall of Fame graphics package, GCPS Emmy promo video, and client video intros for TV

LionStar Films - VFX Generalist - (June 2015 - July 2015)

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

Atlanta Braves - Creative Services Coordinator - (January 2014 - July 2015)

- Responsible for creating themed day video intros, TV spots, and stadium Jumbotron graphics
- Created Star Wars themed day video intro, TV spots, and graphics package, competing in the organization first 2015 Golden Matrix Awards

Industry Skills

Dynamics and Simulation
Procedural Texturing

Digital Lighting and Compositing
Procedural Animation

Procedural Modeling

Applications

Proficient: Unreal, Houdini, Mantra, RenderMan, Maya, Arnold, Nuke, After Effects, Mocha, Premier Pro, Photoshop, Illustrator, Final Cut Pro, Shotgun

Familiar with: Mudbox, Cinema 4D

Scripting: VEX, C++, Python, BASH, MEL

OS: MacOS, Linux, Windows

Education

Masters of Fine Arts Visual Effects (2015 - 2020)

- Savannah College of Art and Design Atlanta, GA

Bachelors of Fine Arts Visual Effects and Motion Graphics (2011 - 2013)

- The Art Institute of Atlanta, GA

Military Experience

U.S. Marine Corps (2005 - 2009)

Certifications

- U.S. Security Clearance Secret (2008-2014), certified HAZMAT trained, MOS 3051-School for Supply, Forklift operating license, HMMWV operating license, 7-Ton Truck operating license, MRAP Truck operating license, Basic Machine Gun Trainer Course (for non-infantry leaders), USMC Martial Arts-Brown Belt

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