



NICHOLAS PALERMO
FX ARTIST & VFX GENERALIST

210-860-0472
napalermo@aol.com
www.creativevisionvfx.com

NICHOLAS PALERMO | 210.860.0472 | nick.cvvisionvfx@gmail.com | creativevisionvfx.com

Professional Summary

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 procedural simulations, 3D modeling, and animations from CAD data and engineering models with lighting, texturing, shader materials to execute photorealistic media under an active U.S. Secret Clearance supporting high-value aerospace defense proposals and cross-departmental pipelines.

Freelance FX Artist | VFX Generalist & Media Production | 2024

- Delivered end-to-end media production, photography, and high-priority visual effects 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 on Marvel's *Antman and the Wasp: Quantumania* delivering high-priority FX deliverables.

The Third Floor | Postvis Artist | 2021 – 2022

- Leveraged my diverse VFX Generalist background to execute complex pre-visualization for premier properties, including Amazon's *Rings of Power* and Marvel's *Antman and the Wasp: Quantumania* utilizing PFTrack, Maya, and Unreal Engine pipeline to complete Emmy nominated 3D visualization.

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

- Developed dynamic fluid, smoke, sparkle dust, 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* features.

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

- Functioned as camera operator, video editor, and motion designer for commercial marketing pipelines and VFX.

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

- Developed comprehensive graphics package for the Gwinnett Sports Hall of Fame broadcast, network intros, and promotional campaign highlighting GCPS multiple Emmy award-winning productions.

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* themed graphics package nominated for the 2015 Golden Matrix Awards.

Technical Skills & Applications

- **3D Modeling, Animation & Rendering:** Unreal Engine 5, Houdini, USD, Karma, Mantra, Maya, Arnold, Renderman, Cinema 4D, Dynamics and Simulation, Procedural Modeling and Animation, Texturing and Shader, Digital Lighting, Compositing, Look Development, and Pipeline Engineering.
- **Composite & Video Post-Production:** Nuke, After Effects, Mocha, Premiere Pro, Final Cut Pro, Photoshop, Illustrator.
- **Pipeline & Scripting:** Linux, MacOS, Windows, ShotGrid, BASH, VEX, Python, MEL.

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.