

# Colby Winfield

## FX TD

### Contact

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### Education

University of Oregon  
June 2015  
Bachelor of Arts  
Material and Product  
Studies

US, Israel Citizen

## Experience

### Freelance, 2024-Present | Remote

Tel Aviv, Israel

- Freelancing Visual Effects remotely for high-profile commercial projects

### FX TD, 2019-23 | Sony Pictures Imageworks

Vancouver, BC

- FX TD on *Over the Moon*, *The Sea Beast*, *Dr. Strange 2*, *Guardians of the Galaxy 3 (2023)*, *Antman 3 (2023)*, *Love Death and Robots (In Vaulted Halls Entombed)*, *Spider-Man: Across the Spiderverse (2023)*, and *The Marvels (2023)*

### FX Artist, 2019-2019 | ICON Creative Studios

Vancouver, BC

- FX Artist on Disney's *Rocketeer*.

### FX Artist, 2017-18 | Animal Logic

Vancouver, BC

- FX Artist on *Lego Movie 2*. Ran a variety of Lego destruction and explosion shots using proprietary tools within Houdini.
- Developed a procedural smoke trail as well as a crowd rig to run across multiple shots in a sequence.

### FX Artist, 2017 | ICON Creative Studios

Vancouver, BC

- Worked as an intermediate FX Artist on Disney's *Elena of Avalor*.

### FX Artist, 2017 | Animal Logic

Vancouver, BC

- Ran crowd shots using an existing rig for multiple sequences in *Ninjago* (2017) using Houdini.
- Created a procedural rain setup for multiple shots. This consisted of rain, surface droplets, hero drips and ground splash elements.

### FX Artist, 2016-17 | MPC

Vancouver, BC

- Generated production assets using both Houdini and Maya for use on a variety of shots on *Sully* (2016) and *The Mummy* (2017) including a Python breath rig to alleviate manually running each shot.
- Used existing FX rigs for work on *Ghostbusters* (2016) and *xXx: The Return of Xander Cage* (2017).

### FX Artist, 2015 | Shareability

Freelance

- Simulated soap/fluid sims for live-action integration for *Soda Stream*.

### FX Internship, 2014 | Hinge Digital

Portland, OR

- Coordinated with production staff to deliver various FX simulations for projects including an interactive entertainment spot for the *Coca-Cola Company* as well as an animated TV PSA for *Adopt US Kids* using Autodesk Maya.

### Graphic Production Artist, 2010-12 | Embodee

Portland, OR

- Collaborated directly with Embodee's R&D Director to produce production-ready 3D assets for *Nike's National Team Sports Division*.
- Performed cloth simulations for clothes to assist in the development of *Hurley's Try-On Campaign*