

John Lockwood

FX Artist / Technical Director

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Experience

Pixar Animations Studios, Emeryville CA

FX Technical Director, *Oct. 20th 2014 – Sept. 28th 2018, Oct. 2019 - May 1st 2020*

- FX and Crowds work on Pixar feature films:
 - **Cars 3**: Created crowds for race stadiums that well exceeded 10,000 characters and created a camera flash rig. Created FX such as fireworks, dust, water spray and gravel interaction.
 - **Coco**: Created all FX work in both bell stage destruction shots and created a multi-shot rig for confetti. Also worked on one-off FX such as drinks, water interaction and dust.
 - **Incredibles 2**: Worked on various FX including breath, steam and sparks.
 - **Soul**: Created Volumetric Building assets and various sand FX for the Soul world.

Activision / Blizzard Entertainment, Irvine CA

FX Artist, *March 4th 2019 – Oct. 4th 2019*

- FX work for pre rendered and in game promotional cinematic shorts.
 - **Overwatch Havanna Intro**: Created and shaped Tracers warp FX.
 - **WoW Reckoning Cinematic**: Various Dust FX and Sylvanas' Blade smoke.
 - **WoW Shadowlands Reveal Trailer**: Bolvar Hammer Fire FX, Snow and Dust FX.
 - **Diablo 4 Reveal Trailer**: Used vellum to create blood petals. Various Dust FX.

Sony Pictures Imageworks, Vancouver BC

FX Artist / Technical Intern, *June 23rd 2014 – Sept. 2014*

- Worked on various training shots and materials that allowed an in depth experience of Sony's unique professional pipeline and tools.
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Education

Savannah College of Art and Design, Savannah GA

- Bachelor of Fine Arts in Visual Effects, Graduate since Winter 2013

Awards

- Part of the Annie Award winning team for Best Animated Effects for The Good Dinosaur and Coco.
- Part of the Visual Effects Society winning team for Outstanding Visual Effects In an Animated Feature for Coco.

Citizenships

- United States • United Kingdom
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Software Packages

- Houdini • Unity • Nuke • Maya • 3DS Max • Katana • Adobe Creative Suite

Languages

- Houdini Vex • Python • Renderman Shading Language • C# • USD