

Hallam Roberts

FX Artist / Software Developer

Sydney, NSW, Australia

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SUMMARY

Technical FX Artist with a strong passion in software development. Always learning and developing new technologies to help productions and artists.

BACKGROUND

- 10+ years programming experience
 - **Core:** C++, Java, JavaScript, OpenCL, GLSL, VEX, HTML, CSS
 - **Experienced:** Python, Lua, C#, OpenGL, Dart, Swift, SQL, MongoDB
- 10+ years motion graphics and video editing experience (After Effects, Photoshop, Premiere Pro, Blender)
- 2+ years industry experience (Houdini, Nuke, Katana, Shotgrid)

WORK EXPERIENCE

Industrial Light and Magic - *FX Artist*

JAN 2024 - PRESENT

- Communicated and collaborated across departments
- Developed, improved and optimized proprietary tools and solvers
- Shared knowledge in internal company presentations and online
- Helped artists develop proprietary tools in Python

Blender Foundation - *Freelance Developer*

JAN 2022 - PRESENT

- Refactored Color nodes across 5 different codebases ([link](#))
- Added Boolean Math operations to Geometry Nodes ([link](#))
- Added "mirror" image extension type and supporting GPU code ([link](#))

FakeYou - *Freelance Developer*

FEB 2022 - MAR 2022

- Contracted to develop text-to-speech chatbot to integrate FakeYou API ([link](#))

University of Wollongong - *Motion Graphics Producer*

JAN 2020 - MAR 2020

- Contracted to produce 12 explainer cartoons, each 3-5 minutes in length

CABAH - *Video Editor & Motion Graphics Producer*

JAN 2020 - FEB 2020

- Contracted to edit and produce motion graphics for a 6-part tutorial series

EDUCATION

University of Technology Sydney - *Master of Animation & Visualisation*

DEC 2022 - DEC 2023

Worked on two award winning films: Alone and Coffee Brake

University of Wollongong - *Bachelor of Computer Science (Distinction)*

JAN 2020 - DEC 2022

Collaboratively developed software projects using industry standard practices