MAX YASH

VISUAL EFFECTS

CONTACT

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ADDRESS
Los Angeles, CA
(willing to relocate)

SOCIAL
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PROFILE

L.A. based vfx artist with a mix of technical and creative problem-solving skills for creating alluring effects of ranged scale and variety.

LANGUAGES

English/Native
Spanish/Native
French/Conversational

SUMMARY OF SKILLS

TECHNICAL
• Understanding of particle, RBD, liquid, cloth, and pyro simulations
• Experience building procedural tools
• Matchmoving and integration of assets and effects into a shot
• Scripting within multiple programs (mel, vex, hscript,...)
• Knowledge of lighting and multi-pass rendering (Redshift, Karma, Solaris, V-Ray, Arnold), and how the passes will be used for final composite

CREATIVE
• Ability to analyze real life physics and natural phenomena to apply them to a shot
• Attention to detail, as well as an eye for shape, motion and composition
• Fast and eager learner

COMMUNICATION
• Take direction well and implement multiple rounds of feedback with a positive attitude
• Ability to learn new techniques, and develop new workflows
• Can produce quality shots in a collaborative environment

EDUCATION

GNOMON School of VFX Games & Animation
Los Angeles, CA
BFA Visual Effects

DIGITAL SKILLS

3D
• Houdini
• Nuke
• Maya
• Unreal Engine
• 3D Equilizer
• Motion Builder

2D
• Adobe Photoshop
• Adobe After Effects
• Premiere Pro

AWARDS/RECOGNITION

Gnomon 2024 Summer Best of Term award for fluid effects
Gnomon 2023 Spring Best of Term award for matchmoving and integration

INTERESTS

• Motion Graphics
• Music
• Compositing