

Doron Kamara FX Artist

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www.doronfx.com

Software Skills

- Maya | Fluids, Phoenix FD, FumeFX, Krakatoa, V-Ray, SOuP, nCloth, Mental Ray, Fracture FX, PhysX, DMM
- 3ds Max | FumeFX, Phoenix FD, Krakatoa, Particle Flow, TyFlow, Stoke, Rayfire, Thinking Particles
- V-Ray, Redshift, Nuke, After Effects, Shotgun, Photoshop

Experience

(10/2017 – Current) FX Artist, DoronFX | Los Angeles, CA

- Dust column hits and hourglass sand particles | *"Mortal Kombat 11 Announce Trailer"* – Video Game (2018)
- Pouring fluid, smoke, bubbles, sparks, fog, and wand twirl smoke | *"A Very Wicked Halloween"* – TV Special (2018)
- Dust desert sandstorm | *"OneRepublic – Born To Race"* – Music Video (2018)
- 3d Printer fluid goop | *"Hotel Artemis"* – Feature (2018)

(09/2017 – 01/2021) VFX Artist, INFINITY WARD | Woodland Hills, CA

- Environmental collapse of underground wood shafts, cloth and flags in helicopter wind, trees falling | *"Call of Duty:Modern Warfare"* – Video Game (2019)
- RnD/Look Dev for RBD constrained, explosive, fiery, glass shatter, debris, smoke destructible scriptables which react when destroyed | *"Call of Duty:Modern Warfare"* – Video Game (2019)

(07/2017 – 09/2017) FX Artist, SHADE VFX | Santa Monica, CA

- RnD/Look Dev of ground crawling effect | *"Inhumans"* – TV Series (2017)
- Eel blood bursts and water splashes | *"Lost in Space"* – TV Series (2018)

(04/2017 – 06/2017) FX Artist, PLASTIC WAX | Sydney, AUS

- Multiple retimed lego explosions, Doctor Strange Portal FX | *"Lego Marvel Super Heroes 2 Trailer"* – Video Game (2017)

(02/2016 – 01/2017) FX Artist, FUSE FX | Sherman Oaks, CA

- Tornadoes, foam bubbles, flower gas, fire, wispy smoke, rocket trails, explosions | *"Scorpion"* – TV Series (2016)
- Magical fire, destruction fire plumes | *"Salem"* – TV Series (2016)
- Barn explosion | *"Making History"* – TV Series (2017)
- Ground breathing fog | *"American Horror Story"* – TV Series (2016)

(06/2016 – 06/2016) FX Artist, PLASTIC WAX | Sydney, AUS

- Rocket launch smoke, fire, and thrusters | *"Civilization VI Launch Trailer"* – Video Game (2016)

(02/2015 – 02/2016) FX Artist, ENCORE VFX | Burbank, CA

- Thrusters, rainfall, gunshots, tunnel wind, paper flying, smoke plume, firestorm fx | *"The Flash"* – TV Series (2015/2016)
- Jet engine fire, debris, ground fracture, window breaking | *"Supergirl"* – TV Series (2015/2016)
- Roof destruction, debris, spaceship thrusters, explosions, blood flow | *"Legends of Tomorrow"* – TV Series (2015/2016)

(07/2015 – 08/2015) FX Artist, LAUNDRY! | Los Angeles, CA

- Meteor atmosphere trails | *"Casio G-Shock MTG"* – Commercial (2015)

(06/2014 – 01/2015) FX Artist, SHADE VFX | Santa Monica, CA

- RnD/Look Dev of multiple energy effects | *"Max Steel"* – Feature (2016)
- Fog, fiery smoke, and gunshot fires | *"Black Sails"* – TV Series (2015)
- Night rainfall | *"Teenage Mutant Ninja Turtles"* – Feature (2014)

(05/2014 – 07/2014) FX Artist, LOCKTIX VISUAL EFFECTS | Santa Monica, CA

- Multiple street volcanic eruption rigs for numerous shots | *"LA Apocalypse"* aka *"Doomed Planet"* – Feature (2014)

(04/2014 – 05/2014) FX Artist, ZOIC STUDIOS | Culver City, CA

- Explosions, fires, building explosion, smoke plumes, exploding debris, and rocket trails | *"Arrow"* – TV Series (2014)
- RnD/Look Dev of beaker vortex fluids | *"Banshee"* – TV Series (2015)

Education

Gnomon School of Visual Effects | Hollywood, CA

California Institute of the Arts | Valencia, CA

- Bachelor of Fine Arts in Character Animation