



felipeamaya

Designer | Technical Artist | FX Supervisor

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Education

Graduate

Savannah College of Art and Design

Master of Fine Arts in Visual Effects
2019 - 2021

Other

New York Film Academy

3D Animation Conservatory
2015 - 2016

Undergraduate

Universidad Jorge Tadeo Lozano

Bachelor's Degree in Graphic Design
2006 - 2010



Skills

Soft

- Leadership
- Mentoring
- Creativity
- Mentoring
- Quality Control
- Problem-solving
- Time Management
- Organizational skills
- Collaboration
- Decision Making

Technical

- Proceduralism
- Dynamic Effects
- VEX scripting
- Python scripting
- Tool development
- Look development
- Rendering

I am a visual effects artist and designer based in New York City. As a Houdini specialist, my main focuses are FX, proceduralism, and tool development. I have extensive experience in production, initially as a CG Generalist and later as a technical FX artist and FX Supervisor. I have worked on a wide range of commercial, film, and episodic projects, contributing both creatively and technically. I am passionate about art and design, scripting, problem-solving, parameterization, and dynamic effects.



Select Work Experience

Visual Effects Society • Alternate Board of Managers Member

I support chapter leadership initiatives focused on professional development, community engagement, and industry outreach within the New York visual effects community.

March 2026 - Present

Folks VFX • Head of FX Department/FX Supervisor

I lead the FX department at Folks VFX Bogotá, overseeing the creation of complex visual effects for film and episodic projects. My role includes supervising a team of artists and guiding both the creative and technical execution of FX as well as coordinating and collaborating with the other departments.

November 2024 - Present

Montclair State University • Adjunct Professor

I was responsible for teaching the VFX for Film course as part of the Animation and Visual Effects BFA program at Montclair State University. In this class, I introduced students to procedural workflows and dynamic simulation techniques

September 2024 - May 2025

FuseFX • FX Artist + Mentor

I worked as a technical artist developing procedural and dynamic setups for FX in episodic and film projects. Additionally, I was part of the internal Pitch Black (Parent company) mentorship program in which I mentored a fellow coworker to grow and thrive professionally within our company and industry.

January 2022 - November 2024

Freelance • CG Generalist and Graphic Designer

I provided my services as a freelance artist to different clients in need of 3D work or design solutions for diverse projects.

July 2017 - December 2021

VRAM FX Inc. • CG Generalist and Graphic Designer

I worked directly under the main VFX supervisor to creatively solve artistic and technical challenges that different commercial projects presented.

March 2016 - July 2017



Select Projects



Episodic and Film

- 1923, Paramount +
- She Hulk, Disney +
- The Diplomat, Netflix
- The Curse of Bridge Hollow, Netflix
- The Changeling, Apple TV+
- Echo 3, Apple TV+
- Queer as Folk, Paramount+
- American Horror Story, FX



Advertising

- Sperry
- Budweiser
- Samsung
- Verizon
- Estée Lauder
- NY Lottery
- Suave
- KISS Nails