



felipeamaya

Designer | Technical Artist | FX Supervisor

 felipeamayaq.com
 felipe.amaya.q@gmail.com
 +1 912 272 4429

 linkedin.com/in/felipeamayaq

 imdb.com/name/nm11812863



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

- Mentoring
- Creativity
- Problem-solving
- Time Management

Production

- Team Leadership
- Cross-Departmental Coordination
- Crew Management
- Bidding & Scheduling
- Dailies Review
- Production Tracking (FPT)

Technical

- Houdini
- Dynamic Simulations
- Crowds
- VEX / Python scripting
- Tool development
- Nuke
- Look development
- Redshift, Karma, Arnold

Visual effects artist and designer based in New York City with 10+ years of industry experience. Houdini specialist focused on FX, proceduralism, and tool development. Extensive production experience, from CG Generalist to technical FX artist and FX Supervisor, across commercial, film, and episodic projects. Passionate about scripting, problem-solving, parameterization, and dynamic effects.



Select Work Experience

Visual Effects Society • Alternate Board of Managers Member March 2026 - Present

- Support chapter leadership initiatives across professional development and industry outreach

Folks VFX • Head of FX Department / FX Supervisor November 2024 - Present

- Lead the FX department at Folks VFX Bogota, supervising a team of 4-8 artists across complex effects for film and episodic projects
- Coordinate cross-departmentally to integrate FX into the broader production pipeline
- Contributed FX work to Caught Stealing, a Sony Pictures theatrical feature directed by Darren Aronofsky

Montclair State University • Adjunct Professor September 2024 - May 2025

- Taught VFX for Film in the Animation and Visual Effects BFA program
- Introduced students to procedural workflows and dynamic simulation techniques

FuseFX • FX Artist + Mentor January 2022 - November 2024

- Developed pyro, fluid, and destruction FX across 100+ shots and dozens of episodes spanning episodic and film projects
- Supervised FX delivery on select episodic television
- Mentored a colleague through FuseFX's Pitch Black program

Freelance • CG Generalist and Graphic Designer July 2017 - December 2021

- Delivered 3D and design services across 10-20 commercial clients and projects

VRAM FX Inc. • CG Generalist and Graphic Designer March 2016 - July 2017

- Delivered artistic and technical FX solutions across 10-20 commercial projects

Earlier Career • Art Direction & Graphic Design 2010 - 2015

- In-house design and communications, FNA (Colombia), marketing division
- Art direction, DDB
- Freelance art direction and graphic design, including campaign work for a gubernatorial candidate



Select Projects



Episodic and Film

- 1923, Paramount +
- Caught Stealing, Sony
- She Hulk, Disney +
- Brazil 70: The Third Star, Netflix
- American Primeval, Netflix
- 9-1-1: Lone Star, FOX
- American Sports Story, FX
- American Horror Story, FX



Advertising

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