

RYAN HOLLOWAY

TECHNICAL DIRECTOR | HOUDINI ARTIST

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SOFTWARE

Houdini, Maya, Blender, Reality Capture, Fusion, Nuke, Unreal Engine, Deadline, Git, DaVinci Resolve, Photoshop, After Effects

PROGRAMMING

- Python; Houdini API, Maya API, NumPy, SciPy
- VEX
- MEL
- Java; Processing
- C++; OpenGL, OpenCV
- HScript
- GLSL
- Javascript; p5.js

EXPERIENCE

Like A Photon Creative February 2026 - August 2026

PIPELINE TECHNICAL DIRECTOR - THE BLUEY MOVIE

- Collaboratively maintained and supported the studio's 3D animation pipeline
 - Provided production support to artists
 - Fixed bugs and resolved issues in the pipeline
 - Tested features before releasing to production
- Developed new tools for the Houdini pipeline
 - Created a Camera HDA for importing Alembic camera data from Maya
 - Created a Flipbook ROP HDA for submitting renders to the farm or locally
- Created proof-of-concept effects to test Houdini FX workflows for production
 - Electrified surface effect
 - Lightning and sparks effect

Alt.VFX October 2025 - January 2026

ANIMATION TECHNICAL DIRECTOR

Developed Houdini-based character tools and workflows supporting animation and Character FX, including hair, collision detection, deformation, surface analysis, and automated character quality control:

- Sparse Hair Workflow
 - Developed a procedural workflow to maintain consistent hair density across deforming and stretched character geometry
- Collision Deformer
 - Developed an art-directable character deformation system using raycasting for collision detection and resolution, with controls for deformation based on collision depth
- Procedural Eye Meniscus
 - Created an art-directable procedural system simulating tear-fluid interaction between the cornea and eyelid
- Quality Control System
 - Developed algorithms and procedural tools to visualize self-collisions and external collisions, surface tension/compression, curvature, and concavity on animated character geometry
 - Automated character-tracking camera generation, framing, asset loading, caching, rendering, compositing and QC video export using Houdini TOPs/PDG and Python
- Basic Rig Shelf Tool
 - Developed a MEL-based Maya shelf tool that automates the creation of a basic object's rig controls, including a primary control, secondary control, and X/Y/Z rotation controls

Hack Studios 2016 - 2017

CINEMATOGRAPHER/ VIDEO EDITOR/ MOTION GRAPHICS ARTIST/ COLORIST

- Created commercial videos and animations for companies, such as Bud Light, Brinks Security, HomeAway, Western Union, NetSpend

Holloway Media Productions 2014 - 2016 FREELANCE VIDEO/PHOTO SERVICES

- Provided creative services to businesses, entrepreneurs, startups, non-profits, and weddings; video production, motion graphics, photography

Rallyhood Inc. 2012 - 2014

VIDEOGRAPHER/ PHOTOGRAPHER/ MOTION GRAPHICS ARTIST

- Created an investor video promoting the company's first funding round, which raised \$1.3 million in venture capital
- Created various videos, photos, and designs to demonstrate and promote the company's mobile app and website

EDUCATION

Victoria University of Wellington
**MASTER OF DESIGN
TECHNOLOGY | ANIMATION**
GPA: 7.8 out of 9.0 (Distinction)
2024 - 2026

Victoria University of Wellington
**BACHELOR OF SCIENCE
COMPUTER GRAPHICS,
ANIMATION & VFX (MINOR)**
GPA: 6.73 out of 9.0
2021 - 2026

Texas A&M University
COLLEGE OF ENGINEERING
GPA: 3.84 out of 4.0
2019 - 2020

Austin Community College
Blinn Community College
COMMUNITY COLLEGE
GPA: 3.74 out of 4.0
2017 - 2019