



EMIL PETROV / BALEK

2020 - Present. Zinc Studios 3582 Eastham Dr Culver City, CA 90232	Sr. Houdini FX TD Responsible for Houdini setups and effects for "The Runaways", "Legends of Tomorrow" TV Episodic.
2019 StarGate Studios. 1001 El Centro St, South Pasadena, CA 91030	Sr. Houdini FX TD / Maya Generalist Responsible for Houdini setups and effects for "The Resident" and the "CountDown" movie. Created dying demon effects, Velum Cloth, Particle and Fluid Effects. Maya/ Houdini/ V-Ray and Redshift.
2018 Mr. Wolf, 9503 Jefferson Blvd. Studio B, Culver City, CA 90232	Sr. Houdini FX TD / Maya Generalist. Worked on "The Walking Dead" and the new "Charmed" TV series. Maya/ Houdini/ V-Ray and Redshift.
2018 Local Hero Post. 1631 16th street, Santa Monica, CA, 90404	CG FX Supervisor. Hands on CG Supervisor and Houdini FX TD on the pilot for the new TV Episodic "Critters" reboot.
2018 Aysenberg Group 49 E Walnut St, Pasadena, CA 91103	Sr. Houdini FX TD Responsible for: Creating Houdini setups footsteps in mud, CG rain, drops dripping on trees, and various other effects for a game trailer.
2018 Encore (Burbank Location).	Sr. Houdini FX TD Responsible for: Creating effects rigs in Houdini, rendering and shading, for Episodic Television (Flash, Supergirl and other TV episodic) using Houdini v16.
2017 Zinc Studios 3582 Eastham Dr Culver City, CA 90232	Houdini FX TD / FX Lead "Cloak & Dagger" Responsible for: creating custom set-ups and effects for variety of TV Shows, (as well as effects for Final Fantasy game trailers in stereoscopic) such as "Searchers", "Arrow", "Powerless", "Code Black", "Cloak & Dagger" and many other TV Shows. Helped win the bid for the "Cloak & Dagger" Marvel TV Episodic. FX Lead for the show.
2016 Gradient Effects 4120 Del Rey Ave. Marina Del Rey, CA 90292	Sr. Houdini FX TD Responsible for: creating ocean simulation, airplane debris, fire, smoke for the new TV series "Fear the Walking Dead" using Houdini v14.
2015 FuseFX 2316 West Victory Blvd. Burbank, CA 91506	Sr. Houdini FX TD Responsible for: creating visual effects for episodic TV series such as: "The Walking Dead", "American Horror Story" and "Agents of Shield", using Houdini v14.
2015 Zimmerman Advertising 5370 NW 35th Terrace Suite 100 Fort Lauderdale, FL 33309	Sr. Maya FX TD Responsible for: creating dust and debris effects for Nissan Pathfinder commercial spot, using Maya 2014 particle system.
2015 Method Studios 730 Arizona Ave Santa Monica CA 90401	Sr. Houdini FX TD Responsible for: worked as an effects artist on EA "Hardline" commercial, creating RPG smoke trails and bullet tracers using Houdini. Worked on "Avengers Age of Ultron" movie, and created vapor and smoke effects on the destroyed enemy ship, IronMan's jets and trails using Houdini v13.
2014 CBS Digital 7800 Beverly Blvd., STE 112 Los Angeles CA 90036	Sr. Maya FX TD / Houdini FX TD Responsible for: creating freezing over effect with the same look of the Movie "Frozen" for Disney's Christmas Special promo spot, using Houdini and Maya. Created the freezing effect in Houdini then, I had setup a V-Ray ice shader and the final result was then rendered in Maya.
2014 Digital Film Tree 3475 Cahuenga Blvd West Los Angeles CA 90068	Maya FX TD Responsible for: lighting and animating a CG drone for several sequential shots with MIA (Arnold for Maya) and responsible for the final explosion sequence for the CSI: L.A. TV Series.
2014 Baked FX 3750 Robertson Blvd., Suite 204 Culver City CA 90232	Maya Character TD Responsible for: setting up python based rigs (biped and quadruped) and various other set-ups for a Walmart commercial spot.
2014 Comen VFX 1750 14th Street, Suite B Santa Monica CA 90404	Houdini TD / RealFlow TD Responsible for: creating CG teardrop on a live actor's face (modeling the face and tracking in Maya, teardrop created with Houdini with custom setup developed by myself for the TV Show "Major Crimes". Created CG Blood dripping on a real mirror shot for the trailer of the movie "Oculus".
2013 Hydraux 12901 West Jefferson Blvd. Los Angeles CA 90066	Maya TD Responsible for: Stereo 3D tracking with Boujou and animating with Maya CG chains and stone blocks on live actor's wrists for the movie "The Legend of Hercules".
2013 The Mill 3233 La Cienega Blvd. Los Angeles CA 90016	Maya / Houdini FX TD Responsible for: creating green magical contrails (custom setup with Maya particle system) in the sky on a live background plate for The Sims' commercial.
2012 Fusion CI Studios 225 Alta Ave. Santa Monica CA 90402	RealFlow TD Responsible for: creating CG water splashes for the "Sham" commercial, and generated CG Ocean waves and splashes on a raft with CG Pinocchio and a CG whale for the TV Show "Once Upon a Time" using RealFlow with the help of custom python scripts.
2012 The Mill 3233 La Cienega Blvd. Los Angeles CA 90016	Maya TD / Houdini TD Responsible for: creating RBD sims with Houdini, modeling lighting for set extensions with Maya, matchmoving and precomping with Nuke for the "Lexus Beast" commercial.
2012 The Ant Farm 110 South Fairfax Ave. Los Angeles CA 90036	Animation Lead Responsible for: lighting and animating characters for the game trailer "God of War", using Maya and Mental Ray, also 2D tracking elements with Nuke for various spots.
2012 mOcean 2440 S. Sepulveda Blvd. Los Angeles CA 90054	Maya FX TD Responsible for: modeling, lighting and creating effects for the "Iron Man 3" movie trailer, also created small particle effect elements for the movie "Total Recall".
2012 Ntraptic 2332 S. Centinela Ave. Studio B Los Angeles CA 90064	Maya FX TD Responsible for: creating magical CG tornados using Maya Fluids system for the ABC's TV Promo trailer "Once Upon a Time", "Betrayal", "Park Avenue 666" and "Revenge". Also helped with creating CG environments as well as digital forest (lighting was done with V-Ray except for the fluids which were rendered with Mental Ray).
2011 Prologue Films 534 Victoria Ave. Venice CA 90291	Maya FX TD Responsible for: creating CG Smoke and Fire effects for the "Mission Impossible 4" movie title sequence, using Maya particle and fluid systems.
2011 Big Machine 201 N. Hollywood Way Burbank CA 91505	Maya Character Animator / Lighter Responsible for: creating CG sharks composited in a live background plate for the "GEICO" commercial, modeling, texturing, lighting, rigging and animating surreal sharks which interacted and matched the look of the gecko lizard which was animated at FrameStore London. The whole spot was put together at Big Machine.
2011 DIGISCOPE 225 Alta Ave. Santa Monica CA 90402	Maya FX TD Responsible for: creating custom CG rig with Maya particle system to generate the evil green energy for the movie "Green Lantern" matched the look developed at Sony ImageWorks and created shots that joined seamlessly together (green sphere, tornado effect and energy possession effect).
2011 King & Country 1808 Stanford St. Santa Monica CA 90404	Maya FX TD Responsible for: creating CG explosion and enhancing practical effects using Maya particle and fluids system for a Honda commercial.
2011 Petrol Advertising 443 N. Varney St. Burbank CA 91502	Maya FX TD Responsible for: creating CG debris and destruction effects for the "Red Faction" game trailer using Maya with the help of custom python scripts, also responsible for animated weathering effects and lighting using Maya Mental Ray.
2011 DUCK Studios 2205 Stoner Ave. Los Angeles CA 90054	Maya FX TD / Houdini FX TD Responsible for: creating CG glass shattering effect using combination of Maya and Houdini, for a "Gatorade" commercial. The model was created with Maya, then exported for RBD simulation in Houdini and baked and exported back to Maya, where was rendered with Mental Ray.
2009-2010 The Ant Farm 110 South Fairfax Ave. Los Angeles CA 90036	Maya Character Animator / FX TD Responsible for: creating rigs, animating CG recon soldiers, particle animation, also developed custom invisibility cloak effect for the Ubi-Soft video game trailer "Ghost Recon".
2008 YU+CO 941 N. Mansfield Ave. Hollywood CA 90038	CG Supervisor Responsible for: hands on CG Supervisor, involved in rigging, animation, Maya particle effects, and RealFlow simulation, overseeing the work of artists and animators, also helped with designing boards with art directors for the current projects and pitches of the company.
2008 Super78 6900 Santa Monica Blvd. Hollywood CA 90038	CG Supervisor Responsible for: hands on CG Supervisor and FX Artist, for the Warner Bros promo trailer "Blue Beetle" based on the comic book with the same name. Created CG Super hero digital transformation suit onto a live actor's performance and live plates. Also worked on the DreamWorks realtime performance character Donkey from Shrek and incorporated that character into Motion Builder for custom live puppeteering.
2008 Intra Link 155 N. LaPeer Los Angeles CA 90048	Maya FX TD Responsible for: creating CG particle and fluid effects, also modeling CG environment of the Vatican City for the movie trailer "Angles and Demons".
2008 RIOT 730702 Santa Monica CA 90401	Maya TD / RealFlow TD Responsible for: worked on numerous commercial spots, involved in modeling, lighting, rigging also created fluid effects with RealFlow.
2008 DUCK Studios 2205 Stoner Ave. Los Angeles CA 90064	Maya TD Responsible for: worked on multiple commercial spots for COX Cable, designed effects in Maya and After FX, created CG transformations using blendshape animation and particle effects, also matchmoved live background plates with Boujou.
2008 Imaginary Forces 6526 W. Sunset Blvd. Los Angeles CA 90028	Maya Character Animator / Rigger Responsible for: modeled, rigged and animated transforming robots for the movie trailer "Transformers 2".
2008 LOGAN 4221 Redwood Ave #2a Venice CA 90066	CG Supervisor Responsible for: Animation Lead on 5 commercial spots for Konami's "Metal Gear 4" game. Overseeing the work of animators and artists, creating solutions and also working closely with the Director for implementing his ideas. Creating various effects with RealFlow.
2007-2008 Hi-Ground Media 6579 Higuera Street Culver City CA 90232	Maya TD Responsible for: worked as a CG Lead for the entire season of the TV Show "Medium". Created CG snow, car and airplane crashes, enhanced live background plates with animated CG plants and flowers. Also worked on Nintendo and numerous other commercial spots.
2007 The Famous Group 8500 Stellar Drive Culver City CA 90232	Maya TD Responsible for: worked on various commercial and superbowl spots. Created numerous effects including RealFlow generated CG Ocean, also implemented various design ideas and effects for the upcoming projects of the company.
2006 The Third Floor Inc. 5410 Wilshire Blvd. Los Angeles CA 90036	Maya Character Animator / Rigger Responsible for: modeled, rigged and animated characters for "Michelin" commercial. Modeled Michelin mascots and animated them inside a futuristic city environment. Also worked closely with RIOT and the director as part of the previs for the commercial.
2005-2006 Hydraux 1447 2nd Street Santa Monica CA 90401	Maya FX TD Responsible for: created effects and animation for over 20 shots for the movie "X-Men 3", including modeling, character animation, texturing, particle animation and rigid body dynamics, and matchmoving. Worked as a modeler animator and rigger on the movie "300" also created effects for the test shots of the movie "Invasion". Animation Lead for a StarBucks commercial spot, and worked on cloth simulation for Coca Cola commercial "The World of WarCraft".
2005 Motion Theory 321 Hampton Drive #101 Venice CA 90291	Maya TD Responsible for: modeling, lighting and matchmoving for the Reebok "Wrap Shear" commercial.
2005 Transistor Studios 248 Main Street Venice CA 90291	Maya TD Responsible for: modeling, lighting, animation and particle effects for FOX sports commercial spot, done compositing with After FX.
2004-2005 Ring of Fire 1538 20th Street Santa Monica CA 9404	Maya Animation / FX TD Responsible for: creating CG photoreal city, also worked on the time lapse CG transformations rigs which were later passed to the animator for a "Conoco" commercial spot. Also created photoreal growing tea leaves for a "Lipton" commercial.
2004 ACME Filmworks 4225 Sunset Blvd. Hollywood CA 90028	CG Supervisor / VFX Supervisor Responsible for: hands on CG Supervisor overseeing the work of artist and animators, created digital environments from original art work matchmoved CG objects onto live actors for the "Drew Carey Green Screen Show". Worked on all 12 episodes. Also worked on various commercial spots for the company, worked as set VFX Supervisor on a commercial spot that required implementation of hand drawn style animation onto a live background plate and actors interaction.
2004 Creative Domain 6922 Hollywood Blvd. Hollywood CA 90028	Maya TD Responsible for: modeling, lighting, creating digital sets and particle animation for the "Alien vs. Predator" DVD.
2004 Amalgamated Pixels 2475 Townsgate Rd #220 Westlake Village CA 91361	Maya FX TD Responsible for: modeling, lighting, and effects animation of CG broken glass for the movie "Blade Trinity".
2003-2004 Rhythm & Hues Studios 5644 Jandy Place Culver City CA 90066	Character Animator / Matchmove TD Responsible for: worked as Character Animator in the Commercial Division of the Company and also as Matchmove artist at the Film Division on the movies: "Cat in the Hat", "80 Days Around the World", "Chronicles of Riddick", "Scooby Doo 2" and "Garfield".
2000-2003 Catalyst FX 9220 Sunset Blvd. #106 Los Angeles CA 90046	Head of CG Department Responsible for: created and designed all the CG projects of the company, including NBC's movie of the week. worked extensively with Motion Analysis motion capture system "Eva" and "FilmBox"; cleaned motion capture data and transferred to rigged characters in Maya. Also worked as part of a pre production for a movie with "JIG" fur software system developed by "Steam Boat Software" on the movie "Mighty Joe Young".
1992-1999 PETAL Productions Pte. Ltd. Craig Street #8 Singapore	Head of CG Department Responsible for: worked on numerous commercial and corporate video projects of the company, overseeing the work of the whole CG Department, worked and maintained SGI Workstations and ORIGIN server system, as well as being a CG Artist, using Alias Power Animator (from v.7 to 8.5) and later Maya 1.0
1990-1992 A.D.E.C. - Animation Design & Effects Center Singapore	CG Animator / Designer Responsible for: worked as an animator and designer using T.D.1 Explore and Alias Power Animator v.3, created various CG walk-through for "BayShore" condominiums and "Republic Plaza" corporate complex. Designed using Macintosh Quadra 950 and Photoshop v.1.0