Mats Andersson

SENIOR HOUDINI ARTIST / FX TECHNICAL DIRECTOR / CG LEAD

Stockholm, Sweden +46 705 252 690 mats@vfxsouth.se

www.visualsbymats.com

PROFILE

Senior Houdini Artist, FX Technical Director and former CG Director with 20+ years of international experience in feature films, episodic television, advertising and game cinematics. Combines hands-on expertise in simulation, look development, lighting, compositing and rendering with creative leadership and pipeline optimization. Led CG teams of 10–20 artists in the United States while contributing directly to final delivery. Experienced in Houdini, VEX, HDAs, PDG and parallel computing.

PROFESSIONAL EXPERIENCE

Self-employed
2017 – Present

Senior VFX Artist / Houdini TD

Independent work across feature film, episodic television, advertising and product visualization. Selected projects include Marvel's Guardians of the Galaxy Vol. 2, Ms. Marvel, The Witcher, Whiskey on the Rocks and Stockholm Bloodbath; product and beauty work for Maybelline, L'Oréal and Elizabeth Arden.

Edisen
2023 – 2024

Lead VFX Artist

Led FX, look development, lighting and the Houdini pipeline for production.

Troll VFX
2022 – 2023

Lead Houdini Artist

Supervised and developed Houdini FX systems for production.

10 Chambers
2021 – 2022

Master VFX Artist

Created cinematic FX for AAA game content.

Aardman Nathan Love, USA
2007 – 2011

CG Director

Led CG teams of 10–20 artists on high-budget commercial productions, combining creative direction with hands-on lighting and compositing through final delivery. Helped improve the technical pipeline and optimize production workflows.

SELECTED FREELANCE CLIENTS

Hornet, Brand New School, TRIZZ, Trixter, Massive Entertainment, FABLEfx, Ghost VFX, Meindbender, Method Studios, Milford, Hydralab, Swiss International and Wolf & Crow.

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SELECTED CREDITS

Guardians of the Galaxy Vol. 2 · Ms. Marvel · The Witcher (Season 3) · Whiskey on the Rocks · Stockholm Bloodbath · Game cinematics for The Division II & The Crew II

CORE SKILLS

Houdini FX & Technical Direction

Pyro, particles, volumes, rigid bodies, procedural systems, VEX and HDAs.

Procedural Systems & Pipeline Automation

PDG/TOPs, parallel computing, procedural asset generation, scalable workflows and production optimization.

Look Development & Rendering

Lighting, shading, materials and rendering with Karma, Arnold, Redshift and V-Ray.

CG Leadership & Final Delivery

Team leadership, hands-on lighting and compositing, production collaboration and visual quality control.

Asset Creation & Game Development

Houdini assets, modeling, rigs and animation; independent game development in Godot.

Art & Cinematography

Photography, RED cinematography and traditional art.

TEACHING & TALKS

Houdini Instructor — Xenter Botkyrka · Lookdev Instructor — The Animation Workshop · Speaker — Maxwell Render at FMX Stuttgart

AWARDS & RECOGNITION

Guldbagge nomination for Best Visual Effects — Stockholm Bloodbath
Annie Award nomination and eight Telly Awards — Nathan Love
Best Animated Film — Mobil 1 & Porsche (produced at Frame, Copenhagen)
Student Academy Awards finalist — New York
Outstanding Achievement Award and Faculty & Staff Scholarship — School of Visual Arts
12 official festival selections for “Abridged”

EDUCATION

School of Visual Arts, New York — BFA, Computer Art
Web Development — One-year vocational training through Arbetsförmedlingen
Österportskolan — Art & Form