

Peter Dravecky
portfolio: pdravecky.com

linkedin.com/in/pdravecky
github.com/dravec-ky

About me

I am an FX artist with 2+ years of industry experience in effects for film & television, a broad skillset, strong coding background and a passion for both the technical and artistic sides of VFX.

Work experience

Freefolk Ltd. - Junior FX Artist (September 2023 -)

Working in a small team I was responsible for creating 3D effects for films, advertisements (*Dyson, Warburtons, LEGO, McDonalds*) and TV (*Kaos (2025), Doctor Who (2025)*). These included various simulations (fluid, smoke, RBD), procedural geometry and programming various tools to speed up the team workflow.

Playtonic Games Ltd. - Junior Technical Artist (June - September 2022)

As the team's technical artist I developed HLSL shaders (volumetrics, foliage, character FX) and programmed game engine tools for artists.

Skills

Houdini FX

Autodesk Maya

Nuke

Substance Painter, Unreal Engine, Unity

Scripting for DCC - Mel, VEX

Python - Maya, Houdini, Blender

C++ - OpenGL, Qt, OpenCL

HLSL, C#

Houdini TD - Python Viewer States, TOPs

FX Simulations - Pyro, FLIP, Vellum

USD Workflow - Houdini/Karma

CFX - Grooming, Muscle

3D Generalist - Arnold, Karma, Redshift

Shader Programming - HLSL/GLSL

Problem Solving

Communication

Fast learner

English

Slovak

German

native/bilingual

native/bilingual

limited working

Education

Bournemouth University, UK
– BA Computer Animation Technical Arts

2020 - 2023