BENJAMIN SUGAR



Creative Technologist / VFX Artist

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SUMMARY

Creative lead with 12 years in VFX, motion and interactive media, moving into creative producer and art director roles. Led FX teams on a German feature film and on brand campaigns for LEGO, McDonald's and Mercedes-Benz, taking work from concept to final delivery on tight schedules. I combine deep technical knowledge in Houdini, Nuke and generative AI with calm, people-first leadership and clear communication with clients, supervisors and artists. Currently completing formal training in Project Management with AI at Fired Up Spaces Berlin.

SKILLS

Leadership & Production: Team leadership, mentoring, project planning and scheduling, task allocation, quality review, client and stakeholder communication, pre-production, live event production and logistics

Project Management: Structured PM methods, AI-assisted project workflows

VFX & CG: Houdini (pyro, particles, soft body, proceduralism, USD), Nuke compositing, Redshift, Karma, look development, R&D, CG integration, roto and clean-up

Real-time & Motion: TouchDesigner, projection mapping, live visuals, After Effects, motion design

Generative AI: ComfyUI, LLM integration in creative pipelines (HoudiniMCP)

WORK EXPERIENCE

Lead FX Artist (Senior FX Artist / Compositor) · bEpic GmbH
07/2023 – 05/2026 | Full-time | Berlin, Germany

- Led in-house FX for brand campaigns for LEGO, McDonald's, Mercedes-Benz and HUK-Coburg, and for the German feature film "Chantal im Märchenland".
- LEGO "She Built That": managed one full-time and one freelance FX artist through a demanding four-month production, owning planning, task allocation and quality review, while building about 80% of the effects myself.
- "Chantal im Märchenland": led an internal team of three, delivering three FX-heavy sequences of 15–30 shots each.
- Drove Houdini R&D, look development and workflow optimisation; reviewed work and mentored junior artists.
- Simulations (particles, pyro, soft body), proceduralism and concept work; supported compositing with CG integration, clean-up and roto.

Production Assistant · Studio Robert Henke
02/2023 – 10/2024 | Freelance | Berlin, Germany

- Production and technical assistance for live AV performances: pre-production, logistics, stage setup, hardware and software support.
- Supported the touring of "CBM 8032 AV", including L.E.V. Festival 2023 and A4 Bratislava.
- Designed and performed the complete live visuals for Monolake at Villa Massimo, Rome (Berlin Rom Express 2023), using TouchDesigner and Houdini.

Houdini FX TD · TRIXTER
03/2023 – 06/2023 | Freelance | Berlin, Germany (remote)

- FX for Marvel's "Loki" Season 2.

Houdini FX TD / Compositor · bEpic GmbH
01/2023 – 02/2023 | Freelance | Berlin, Germany

- Houdini FX simulation and Nuke compositing of Unreal Engine footage for Mercedes-Benz (Moncler, GLC).

Houdini FX TD · RISE Visual Effects Studios
07/2021 – 12/2022 | Full-time | Berlin, Germany

- FX for "Fantastic Beasts: The Secrets of Dumbledore", "Ms. Marvel", "Shazam! Fury of the Gods", "The Last Voyage of the Demeter" and "Ghosted".

Houdini FX TD · WOODBLOCK
03/2021 – 04/2021 | Freelance | Berlin, Germany

- Houdini FX for CG campaign work.

Junior Houdini Artist · WOODBLOCK
03/2020 – 09/2020 | Full-time | Berlin, Germany

- Houdini FX, look development and R&D for CG campaigns for Gore-Tex, Swatch and Nissan; full CG compositing.

Compositor · RISE Visual Effects Studios
04/2019 – 05/2019 | Freelance | Berlin, Germany

- Compositing for “Stranger Things” Season 3 (Netflix).

Compositor · MovieBrats Studios
07/2018 – 02/2019 | Freelance | Berlin, Germany

- Compositing for the features “Iron Sky: The Coming Race” and “Simulation”.

Compositor · RISE Visual Effects Studios
2017 | Freelance | Berlin, Germany

- Compositing for “Babylon Berlin”.

Compositor · MovieBrats Studios
2017 | Freelance | Berlin, Germany

- Compositing for the feature “Sky Hunter”.

Compositor · TRIXTER, Automatik and other Berlin studios
11/2015 – 2017 | Freelance | Berlin, Germany

- Roto, clean-up and compositing for features, series, advertising and live AV projects, including “Fortitude”, “Jupiter’s Moon”, “Foxtrot”, “Sand Castle”, “Mr. Long”, “Edie”, “Revolt”, “Bibi & Tina: Perfect Pandemonium”, “Gold”, “Soy Nero” and “Løvekvinnen”.

EDUCATION & TRAINING

Project Management with AI · Fired Up Spaces Berlin
09/2026 – present

BA (Hons) Creative Music Technology · Anglia Ruskin University, UK
2012 – 2015 | Student representative 2014–15

Diploma in Professional Marketing · Cambridge Marketing College, UK
2014 – 2015 | Digital Marketing & Consumer Behaviour

BA Applied Economics · Corvinus University of Budapest
2008 – 2012 | Exchange semester, Academy of National Economy, Moscow (2009)

SELECTED REFERENCES

Brand Campaigns

- LEGO: “She Built That” (2025), “Is It Play You’re Looking For?” (2025)
- McDonald’s: “Winter Dreaming” (2025); Mercedes-Benz: Mercedes-Benz x Moncler, GLC (2023)
- Citroën: “No One Can Resist the Comfort” (2025); HUK-Coburg: “The Chronicles of Herr Möller” (2025); Migros: “100 Jahre: Jahrtausendidee” (2024)
- Gore-Tex, Swatch, Nissan (WOODBLOCK, 2020); further clients: Coors, Telekom, O2, Netto, Pukka, Bitpanda, tetesept

Talks & Live AV

- Speaker, OFFF Barcelona 2025: “The Art of Decomposition: Tackling Complexity with Houdini” (SideFX HoudiniHIVE, by invitation)
- Robert Henke / Monolake: live visuals design and performance at Villa Massimo, Rome (Berlin Rom Express 2023); touring support for “CBM 8032 AV” (L.E.V. Festival 2023, A4 Bratislava)

LANGUAGES

English (native), Hungarian (native), Spanish (C1), Russian (B2), German (B1)