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 @nicholasizzo

 www.bluesvisual.com

HARD SKILLS

Procedural FX (Fluids, Pyro, Pop, Vellum)
VEX (for procedural workflows)
Use of Rendering Softwares
Procedural Modeling
Compositing
Real Time VFX

MAIN SOFTWARES

Houdini, Nuke, Maya, Arnold, Mantra
ComfyAI, After Effects, Shotgun, Prism X

SOFT SKILLS

Artistic problem-solving under pressure
Attention to cinematic detail
Empathetic leadership in creative contexts

LANGUAGES

English: Native
Italian : Native
French : B2

INTERESTS

Krav Maga, Volleyball
Reading, Photography

FX ARTIST

NICHOLAS IZZO

Combining technical precision with artistic curiosity, I explore FX as a way to tell stories. My background across cultures helps me adapt quickly and bring fresh ideas into collaborative environments.

■ EXPERIENCE

Fx artist

The Editor (Graduation Project)

2024, 2025

handled all FX simulations, character CFX, and Making-Of.

Fx artist (Internship)

Utopian Pictures Los Angeles

May 2023, September 2023

Contributed to a horror feature by developing FLIP fluid simulations, magic-style particle effects, and compositing FX elements into live-action plates. Focused on realism, timing, and seamless integration for production-ready shots.

Fx and compositing artist (contract)

Old Kid (Sci-Fi Short Film)

September 2022 -October 2022

worked primarily in compositing while also handling particle and dust FX. Collaborated closely with the director and team to enhance the visual impact of the film.

Fx artist (contract)

The warren - Movie

February 2022, May 2022

focus on smoke simulations, pyro effects, and compositing integration shots with live action. Collaborated with the team to seamlessly blend VFX with live-action footage.

Fx and compositing artist (freelance)

Fiveer freelance

January 2020, PRESENT

freelancer artist on FIVEER platform, where I achieved 100% customer satisfaction success rate and reaching sales grade 2.

Fx and compositing artist (freelance)

Il rumore del silenzio - Award winning shortfilm

January 2019 -February 2019

Participation in the production of an animated graphic design short film that won the Italian National competition for civilian victims of wars in Rome

■ EDUCATION

MASTER IN DIGITAL DIRECTING (RNCP level 7) VFX

ARTFX - SCHOOL OF DIGITAL ARTS

2020 - 2025

Participated as FX artist on the PFE short film "The Editor": handled all FX simulations and character CFX).

HIGH SCHOOL DIPLOMA WITH A SPECIALIZATION IN CINEMA

LICEO ARTISTICO GIORGIO DE CHIRICO

2015 - 2020