Houdini™
CAREER PATHS

While many students learn Houdini with the intention to bring those skills to the media and entertainment industry, there are lots of opportunities in other fields that can benefit from the STEAM skills your students will develop with Houdini.

These job opportunities provide a wider target when students are looking for work. A procedural way of thinking has many applications in a wide variety of professions.

Houdini artists today have transferred their skills to these intersecting disciplines, and are thriving. And you can too!

HOUDINI

CREATIVE → ARTISTIC → **STEAM** [STEM + ART] ← TECHNICAL ← LOGICAL

ARCHITECTURE

PRODUCT DESIGN

FILM/TV ADVERTISING

GAMEDEV AR/VR

MACHINE LEARNING & AI

SCIENTIFIC VISUALIZATION

EXPERIMENTAL ARCHITECT

INDUSTRIAL DESIGNER

SOFTWARE ENGINEER

IMMERSIVE EXPERIENCE DESIGNER

VISUAL EFFECTS ARTIST

TECHNICAL DIRECTOR

CREATIVE DIRECTOR

TECH ARTIST

SYNTHETIC DATA ENGINEER

SCIENTIFIC ANIMATOR

3D VISUALIZATION DESIGNER

MEDICAL VISUALIZATION ARTIST

ARCHITECTURAL ILLUSTRATOR

AUTOMOTIVE DESIGNER

GRAPHIC DESIGNER

USER EXPERIENCE DESIGNER

CG SUPERVISOR

ANIMATOR

LEVEL DESIGNER

TEXTURE ARTIST

AUTONOMOUS CAR ENGINEER

GEOSPATIAL DATA SPECIALIST

3D VISUALIZATION LEAD

BIOMEDICAL RESEARCHER

TRADITIONAL HOUDINI ROLES