

## EDUCATION

Savannah College of art and Design (SCAD)

Graduate of Visual Effects

GPA: 4.0

Sep 2019 - Now

Southwest University of Science and Technology

BE Engineering in Automation

GPA: 3.5

Sep 2011 - Jul 2015

## SKILLS

Fluid Simulation

Rigid Body Simulation

Particle System

Group Working

Vex

Basic Compositing

Basic Lighting

Renderfarm Management

## SOFTWARE

Houdini

Maya

3DsMax

Nuke

Adobe After Effects

Adobe Premiere

Adobe Substance Painter

Thinkbox Deadline

## Internship

Turn 10 Studios

Lighting Artist

Jun 2021 - Aug 2021

Create game materials and background painting.

## WORK EXPERIENCE

### Suzhou Television and Film Media Co., Ltd

Feb 2017 - Aug 2019

Senior FX Artist

Used Houdini to make fluid simulation special effects, especially pyro module. Having participated in the project's TV programs "Chinese Story Convention 2", "River Sunset", "Blade Warrior 2", "Head Above Water", "Outsiders".

### Beijing Shangying Visual Effect Cultural Development Co., Ltd

Dec 2015 - Dec 2016

Junior FX Artist

Specialized in effects such as particles, fire, and other aspects by using 3D software such as Houdini and 3DsMax. Participated in the film project such as "Night Peacock", "The Door", "XuanZang" and "Novaland The Castle in the Sky", etc.

## PROJECTS

### River Sunset

2019

Responsible for ocean simulations, large explosions, sparks, large-scale smoke, and the building destruction. Scene integration with a team of 5.

### Blade Warrior 2

2018

Responsible for several fire simulations, volume clouds, trails and explosions.

### Chinese Story Convention 2

2018

Responsible for several book animation shots in the opening title.

### Novaland The Castle in the Sky

2017

Responsible for castle shots scene intergration, lighting, and rendering.

### The Door

2017

Matchmove tracking for one shot in crossroad.

### A Test of Love Adventure

2017

Responsible for iceberg destruction simulation and rendering.