Gen Li

CG Artist

CG Artist with five years of experience working at feature films and TV series VFX companies located in China and the United States. Comfortable with creating simulations within Houdini, procedural tools creation, and enjoy exploring lighting and shading development with Unreal Engine. Looking into specializing as an FX Artist / FX TD / Lighting Artist.

Experience

FX Artist · July 2022 – Mar 2024
Fuse FX – New York

- **"Griselda" – Netflix**
  - Slow-mo muzzle flash simulation
- **"The Changeling" – Apple TV+**
  - Various ocean/foam/whitewater simulation
- **"The Diplomat" – Netflix**
  - Infinite ocean generation/whitecap
- **"Mr. & Mrs. Smith" – Prime Video**
  - Various muzzle flash procedural generation/building destruction simulation/fire&smoke simulation
- **"American Horror Story: Delicate" – Hulu**
  - Insects crowd simulation

Lighting Artist · Jun 2021 – Aug 2021
Turn 10 Studios – Microsoft

- **Forza Motorsport (2023)**
  - Generated in-game assets and textures for the "Laguna Seca" track environment map
  - Tested the game regularly to identify lighting issues, visual inconsistencies, and areas for improvement

Senior FX Artist · Feb 2017 – Aug 2019
Suzhou Tracevision Media Co., Ltd.

- **"Head Above Water" – SMG Pictures**
  - Slow-mo explosion setup / Look development
- **"Blade Warrior 3" – China Central Television (Drama)**
  - CG grenade explosion simulation/ various spreading fire simulation
  - CG Aerial bomb explosion simulation
  - CG building destruction simulation

Junior FX Artist · Dec 2015 – Jan 2017
Simage Visual Effects Co., Ltd.

- **"Novoland: The Castle in the Sky" – Tencent Pictures**
  - 3D assets scene layout/shading/rendering
- **"Battle of Xiangjiang River" – China Film Co., Ltd.**
  - CG aircraft trail simulation
  - Multiple CG anti-aircraft gun muzzle flash/sparks simulation
- **"Night Peacock" – SMG Pictures**
  - CG butterfly creature simulation/ Look development

Contact

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- linkedin.com/in/genli20

Education

Master of Fine Arts
Savannah College of Art and Design
Visual Effects (2019–2022)

Bachelor of Engineering
Southwest University of Science and Technology
Electrical Engineering and Automation (2011–2015)

Skills

- SideFX Houdini
- Nuke
- Unreal Engine
- Maxon Redshift
- Autodesk Maya
- Autodesk Arnold
- Substance Painter
- Solaris / Karma

Achievements

Visual Effects Society Member

Television Academy Member
National Associate in Special Effects Peer Group

National Academy of Television arts and sciences Member
New York Chapter