

# Gen Li

Visual Effects Artist

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## Work Experience

### FX Artist

Jul 2022 - Mar 2024

*Fuse FX | New York, NY*

- Delivered complex and key effects contents within deadline using procedural tools and techniques
- Troubleshooted effects pipeline issues within the FX department
- Developed procedural tools and in-house templates to facilitate efficient and automated workflow
- Projects: **Griselda (Netflix)**, **The Changeling (Apple TV+)**, **The Diplomat (Netflix)**, **Mr. & Mrs. Smith (Prime Video)**, **American Horror Story: Delicate (Hulu)**, **La Brea Season 2 (NBC)**, **Wu-Tang: An American Saga Season 3 (Hulu)**

### Lighting Artist

Jun 2021 - Aug 2021

*Turn 10 Studios | Redmond, WA*

- Generated game assets and texture maps using multiple DCC applications
- Worked within the lighting team optimizing in-game resources performance
- Tested beta game regularly to identify possible game issues and visual inconsistencies, and implement feedback with a positive attitude and problem-solving mind
- Project: **Forza Motorsport 2023**

### Senior FX Artist

Feb 2017 - Aug 2019

*Suzhou Tracevision Media Co., Ltd. | Suzhou, China*

- Generated realistic simulations using multiple software, and created well organized effects library contents
- Solved technical challenges related to visual effects using math skills, and provided supports in physics CGI simulations and rendering
- Guided and mentored emerging artists, assisting them in honing their talents and achieving project objectives.
- Projects: **Head Above Water (SMG Pictures)**, **Blade Warrior 3 (China Central Television)**

### Junior Generalist

Dec 2015 - Jan 2017

*Simage Visual Effects Co., Ltd. | Beijing, China*

- Collaborated with senior artists to set up and run simulations in various projects
- Assisted in organizing and managing CGI assets, and helped with scene tracking and rendering
- Created simple environment layout templates for lighting usage
- Projects: **Novoland - The Castle in the Sky (Tencent Pictures)**, **Battle of Xiangjiang River (China Film Co., Ltd.)**, **Night Peacock (SMG Pictures)**

## Core Skills

Houdini, Maya, Nuke, Arnold Renderer, Unreal Engine, Substance Painter, Redshift, Solaris, Adobe Premiere Pro, Vex, Adobe After Effects

## Education

### Savannah College of Art and Design

Jan 2019 - Dec 2022

**Master of Fine Arts** Visual Effects

GPA 4.0