

Gen Li

Technical Artist / VFX Artist

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Links

[Demo Reel](#), [GitHub](#)

Profile

Results-driven VFX and Tech Artist with 10 years of experience specializing in high-quality visual effects and procedural asset generation for complex simulations. Expert in leveraging SideFX Houdini and Autodesk Maya to optimize technical pipelines and elevate visual standards across diverse media projects. A collaborative leader dedicated to mentoring emerging talent and enhancing cross-functional workflows. Proven track record of delivering creative excellence while maintaining peak efficiency in fast-paced production environments.

Professional Experience

VFX Specialist, TEK Systems, Newark, NJ

Jan 2026 to Present

- Created 300+ FX-driven assets and simulation-based materials for innovative testing and prototyping.
- Contributed to a cutting-edge LLM model to enhance understanding of VFX-related content and workflows.
- Collaborated with cross-functional teams to ensure high-quality asset creation and procedural variations.

Technical Artist, Amazon Robotics, Newark, NJ

Jan 2025 to Jan 2026

- Collaborated with research scientist teams to create 1K+ high-quality procedural assets for **Omniverse robotics simulations & synthetic data generation**.
- Implemented USD Workflows for asset integration and management across various DCC platforms.
- Conducted performance assessments and provided solutions to improve simulation efficiency.
- Generated reusable tools for **NVIDIA Isaac Sim** pipeline.

Composer, Crazy Maple Studios, Jersey City, NJ

Oct 2024 to Dec 2024

- Developed vertical-format effects optimized for mobile platforms (9:16 aspect ratio).
- Delivered 20+ shows within fast deadline with reusable procedural prototype designs.
- Established VFX guidelines and provided support for on-site VFX producers.
- Collaborated with cross-functional teams to enhance visual quality and performance.
- Conducted training sessions for junior artists on best practices in VFX production.

FX Artist, Fuse FX, New York City, NY

Jul 2022 to Mar 2024

- Delivered complex and key effects contents within deadline using procedural tools and techniques
- Troubleshoot effects pipeline issues within the FX department
- Developed procedural tools and in-house templates to facilitate efficient and automated workflow for smoke & water simulation, reducing shot production time by 15%
- 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, Turn 10 Studios, Redmond, WA

Jun 2021 to Aug 2021

- 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, Suzhou TraceVision Media Co., Ltd., Suzhou, China

Feb 2017 to Aug 2019

- Generated realistic simulations using multiple software, and created 10+ 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 5+ 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, Simage Visual Effects Co., Ltd., Beijing, China

Dec 2015 to Jan 2017

- Collaborated with a team to manage complex CGI asset pipelines, while overseeing scene tracking and rendering processes to ensure high-quality, production-ready output.
- 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)**

Education

Savannah College of Art and Design, Savannah, GA

Master of Fine Arts, Sept 2019 to Jun 2022

Technical Proficiencies

- 3D:** SideFX Houdini, Autodesk Maya, The Foundry Nuke, Houdini Arnold, Substance Painter, Maxon Redshift, Unreal Engine, NVIDIA Isaac Sim, Omniverse, Houdini Solaris, USD
- Coding:** VEX, HScript, Python, GitHub
- Video Editing:** Adobe After Effects, Adobe Premiere Pro
- Design:** Claude Design, Codex, MCP