



CONTACT INFO

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EXPERIENCE

2019.11 - 2020.01	Luma Pictures FX Artist	Santa Monica, CA
	-Created water and whitewater simulation for film <i>Chaos Walking</i> ; -Created water splashes assets.	
2019.06 - 2019.08	Blue Sky Studios FX Intern	Greenwich, CT
	-Created Particle Effects in the Film <i>Spies in Disguise</i> ; -Created Houdini Digital Assets.	
2015.12 - 2016.02	Guangzhou New Dimension Digital Media Studio CG Generlist Intern	CHINA
	-Modeling IN 3D Software: -Modeled a Dragon Boat in a group Project; -Created Beijing Opera Facial Masks and textures; -Particle Simulation: -Generated sparks for lightening strikes and fire flame.	
2015.09 - 2015.12	Guangzhou Broadcasting Network Editor Intern	CHINA
	-Independently responsible for Guangzhou Germany Beer Festival program promotion trailer making; -Took charge of opening animation and end production of LXX program.	

EDUCATION

2017.01- 2019.08	Savannah College of Art and Design -M.F.A in Visual Effects	Savannah, GA
2016.09 - 2017.01	Savannah College of Art and Design -Film & Television	Savannah, GA
2012.09 - 2016.07	Dalian University of Technology -Bachelor of Computer Science	CHINA

SKILLS

Houdini

-Simulations: RBD / Pryo / FLIP Fluid

-Procedural Modeling:

Expression Modeling /

Organic Modeling(VDB) /

Height Field Terrain

Programming

Java / C / C++ / Python / Mel / VEX / Hscript

SOFTWARE

3D Software

Houdini / Maya / Nuke / Mari / ZBrush /

Cinema 4D

2D Software

After Effects / Premiere / Photoshop /

Adobe Illustrator