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Anderson Yang

FX Artist/3D Motion Designer

Experience

Wave Club Taipei - 3D Motion Designer

Dec 2024 - Present

- Conceptualize, design, and animate innovative 3D motion graphics and visual effects for social media content, collaborating with creative teams, leveraging industry-standard software, and staying updated on the latest trends and technologies in 3D animation.
- Led the creation of branding and promotional animations for DJ visuals, including logo reveals, background visuals, and celebration sequences, that enhanced the nightclub's visual identity and significantly boosted audience engagement.
- Developed reusable 3D assets through procedural modeling and built a custom text-to-video automation tool based on Python and JavaScript for After Effects with GUI, enabling on-site staff to rapidly generate videos with alpha channel and render it without opening production software.

EDF Entertainment - AI Creative Artist

February 2025 - May 2025

- Using latest Gen Ai Tools to make images and videos to help the director to define the art direction and the concept for the storyboards of films.
- Made the storyboard and brain storming process increase 50% faster.

SideFX Software - Marketing FX Artist

June 2023 - September 2023

- Collaborated with the marketing department to produce animation in partnership with Dimenco 3D Monitors using Houdini and Unreal Engine 5. The animation was showcased at the SideFX booth during Siggraph LA 2023.
- Working closely with the technical teams for feather tools, Solaris Karma and USD.

StealthWorks Taiwan - FX Artist

August 2020 - September 2022

- Worked with the FX TDs and FX Lead to complete complex shots.
- Worked with a team to help refine the FX pipeline and processes.

Education

Savannah College of Art and Design - M.F.A

September 2021 - May 2024

Majored in Visual Effects, with an emphasis on simulation effects and compositing.

Chinese Culture University - B.B.A

September 2014 - June 2018

Majored in Digital Media Design, with an emphasis on 3D animation and Motion Media.

Software & Skills

SideFX **Houdini**
Foundry **Nuke**
Autodesk **Maya**
Adobe **Substance 3D Painter**
Adobe **After Effects**
Adobe **Premiere Pro**
Mocha Pro
Python
VEX

Epic Games **Unreal Engine 4/5**
The Pixel Farm **PfTrack**
Solaris Karma
Chaos **V-Ray**
Mantra
Arnold
ComfyUI Workflow

Languages

English (Proficient)
Mandarin Chinese (Native)