

Han (Anderson) Yang
FX Artist/Creative Technologist

Selected Projects

Human Vapor(Netflix) - FX TD

Sep 2025 - Jan 2026 | Taipei, Taiwan)

- Served as FX Technical Director (FX TD) for the Netflix production Human Vapor, taking full ownership of the look development and simulation for the protagonist’s full-body and localized hand vaporization effects.
- Designed and executed complex volumetric and smoke simulations using Houdini to capture diverse states of gas transformation, meeting high-end cinematic standards.
- Collaborated with the VFX Supervisor and pipeline team to establish robust FX setups, balancing artistic vision with technical efficiency throughout the production.

Mr.Monster(Film) - FX Artist

Jun 2024 - Dec 2024 | Taipei, Taiwan

- Served as an FX Artist for the feature film Mr. Monster Underground, managing technical pre-production tasks—including matchmoving and green screen keying—as well as post-production 2D effects and final compositing.

Experience

Wave Club Taipei - 3D Motion Designer

Dec 2024 - July 2026 | Taipei, Taiwan

- Conceptualized and produced high-impact 3D motion graphics and branding animations (including logos and background visuals) for social media and live venues, collaborating with creative teams to significantly boost audience engagement.
- Developed custom pipeline tools and automations—including an AI/Python-powered After Effects script with a GUI for instant video rendering and n8n workflows for customer service—drastically maximizing team production efficiency.

SideFX Software - Marketing FX Artist Intern

June - September 2023 | Santa Monica, CA

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

Education

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

September 2021 - May 2024 | Savannah, GA

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

Software & Skills

SideFX Houdini Foundry Nuke Autodesk Maya Adobe Substance 3D Painter Adobe After Effects Adobe Premiere Pro Mocha Pro Python VEX	Autodesk 3Ds Max Epic Games Unreal Engine 4/5 CLO Marvelous Designer The Pixel Farm PFTTrack Chaos V-Ray Solaris Karma Mantra Arnold Reshift	AI & Other Tools ComfyUI MidJourney Kling Higgsfield AI Runway n8n
--	---	---

Languages

English
Mandarin(Native)