

Anderson Yang

Houdini & Real-time FX Artist

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Experience

SideFX Software

June 2023-Sep 2023

Marketing FX Artist Intern

- 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 Houdini booth during Siggraph LA 2023. Also, engaged in in-depth discussions on the Houdini to Unreal Engine 5 production pipeline with potential clients.
- Explored the new Feather Tool in Houdini 20, collaborating with the developer to test its functionality and usability, and utilized the Feather Tool to create promotional animations.
- Explored and learned about new Solaris Karma and USD Rendering technologies.

StealthWorks Taiwan

Aug 2020 - Sep 2022

Junior FX Artist

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

Final Fantasy XVI (Game) & Blade Runner: Black Lotus (Adult Swim)

Coordinator

- Joined the production team as a coordinator, primarily responsible for coordinating and communicating with production teams from other countries, ensuring balance and consistency across teams' progress. Also served as a project manager, steering production direction to meet client expectations.

Carved In Stone - XR Volume Virtual Production Episodic Web Series

FX Artist

- Nominated for Best Special/VFX at the 2024 LA Web Fest.
- This project primarily involves creating magic effects such as magical beams and particle shockwaves in Houdini, and integrating simulation effects into the Unreal Engine using both Houdini to Niagara and VAT methods to achieve real-time effects.

Final Fantasy Animated Film

Compositor

- Collaborated with Japanese animation companies and Square Enix to produce the Final Fantasy animated film. Primarily responsible for visual effects compositing and color grading. The production spanned six months, during which a total of 11 shots were completed. To align with the workflow of the Japanese production company, Nuke was used for more complex shots, while After Effects was primarily utilized for the remaining shots.

Education

Savannah College of Art and Design

Sep 2021 - June 2024

- Master of Fine Arts. Visual Effects
- GPA: 3.66

Chineses Culture University

Sep 2014 - June 2018

- Bachelor of Business Administration, Digital Media in 3D Animation
- GPA: 3.36

Skills

- Simulation & Real-Time Visual Effects
- Motion Media Design
- Videography & Editing
- Python
- Problem-solving
- Creativity
- Time Management
- Eye for Detail