

Kai-An Chuang – FX artist

11728 Dorothy St, Los Angeles CA 90049 • email: kchuangfx@gmail.com • phone: 415 683 9633

Profile

FX artist/TD focusing on dynamic simulation including rigid body and fluid simulation as well as particle system. Understands the technical and artistic aspects of computer generated media production. Is an effective team player with strong communication skills and enjoys teamwork to achieve common goals.

FX Experience

FX artist

Method Studios (02/2016-present)

Commerccail Projects:

Raining Octopuses - GE (2016)

Quake Champions: E3 2016 Reveal Trailer (2016)

Target Holiday Commercial: Toycracker series (2016)

ICE BREAKERS Presents: Networking (2016)

Evony: The King's Return (2017)

Feature Film Projects:

Captain America: Civil War (2016)

Doctor Strange (2016)

FX Intern

Side Effects Software (08/2015-02/2016)

Software Skills

3D software : Houdini, Maya, Massive, FumeFX

Programming: Python, Mel, VEX

Compositing : Nuke, After Effects

Rendering : RenderMan, Mantra, Arnold, Mental Ray

OS : Windows OS, Linux OS

Education

Academy of Art University Animation & Visual Effects

MFA - Master of Fine Arts (2012 – 2015)

CGworkshops (Host by CGsociety)

Nuke: Compositing for 3D Artists

Houdini: VEX, Destruction, Fluids FX

Digital Education Institute, Taipei, Taiwan

Computer Animation & Visual Effects Program Class (2011 – 2012)

Tunghai University, Taichung, Taiwan

BA-Finance (2005 – 2009)