



Summer Shih

VFX Artist

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OBJECTIVE

FX artist position where I can make a positive contribution to the studio

HIGHLIGHTS

- 6+ years' experience in the CG industry
- Proficient with Houdini, Maya, RealFlow, Bifrost, XSI
- Experience with Nuke, PFTrack, Shotgun
- Good scripting ability Python, Vex, H-script, Mel

EXPERIENCE

Mar 20 – Now

FX Freelancer

Robotix Digital | San Francisco, CA

- Created characters battle FX using Unity particle system for Evangelion VR/AR of Small Worlds

Aug 18 – Dec 18

Technical Artist

The Grail VR | San Francisco, CA

- Constructed character rigs for VR/AR/XR games
General concept of rigs for Unity tests during the pre-production

Jun 18 – Sep 18

FX Artist

AAU Studio X | San Francisco, CA

- Simulated leaves movement using fluids for short film *Is This Heaven*
- Created meteor trail using Houdini pyro solver for music video *Highest Sky*

Nov 13 – Nov 16

3D Generalist

New Folder Man | Taipei, Taiwan

- Modeled, animated and set up layouts for commercial video for Asus, Caesar, Citibank, HTC, Infocus, Morinaga, Sharp, Shiseido, Toyota, and 7-Eleven
Modeled all assets. Rigged and animated props and characters
Created 2D and 3D layout animatic based on clients' requests
- Created models, animations, rigs, and textures for short film *Meerkat Ojisan*
Collaborated with a production team to build a variety of environments, props

Sep 12 – Sep 13

3D Animator/Rigger

Studio 2 | Taipei, Taiwan

- Built character rigs, animations, character FX, previs for upcoming animation feature film

Jun 11 – Aug 12

CG 3D Artist

Freelancer | Taipei, Taiwan

- Created animations for *Star Wood Movie* and *Bright Ideas Design* TV show

EDUCATION

2017 – 2019

Academy of Art University | San Francisco, CA

Master of Fine Arts in Animation and Visual Effects