

PO-KUAN WU

FX Artist

◦ DETAILS ◦

📍 Los Angeles
512-521-6864
pokuanw@gmail.com

◦ LINKS ◦

pokuanwu.com

◦ SKILLS ◦

----- 3D -----

Houdini

Maya

RealFlow

Bifrost

---- Render ----

Mantra

Arnold

V-Ray

----- 2D -----

Nuke

After Effects

PFtrack

--- Scripting ---

Python

VEX

MEL

🏢 HIGHLIGHTS

- 5+ years' experience in the CG industry
- Proficient with Houdini, Maya, Nuke
- Experience with Unity, Unreal engine

🏢 WORK EXPERIENCE

- FX Artist | Anamon Studios, Let's Eat, 2019
 - Created steam for food using Houdini smoke solver.
- Lead FX Artist | StudioX, Steve's Catch, 2019
 - Set up large scale water FX for Lake scenes using Houdini Flip solver.
- FX Artist | Academy of Art University, FX Thesis, 2018-2019
 - Created 8 shots of animatics of aircraft crashing scenes using Maya.
 - Created particles, fluids, pyro and rigid-body using Houdini for large destruction FX.
- FX Artist | StudioX, Highest Sky / Blood, 2018
 - Created meteor explosion using Houdini pyro solver for short film *Highest Sky*.
 - Created blood FX using Maya Bifrost for short film *Blood*.

🏢 OTHER EXPERIENCE

- Lighting Artist | StudioX, Coyote's Place, 2019
 - Created lighting set for desert scenes using V-Ray in Maya.
- Lead Lighting Artist | StudioX, FoodieCats, 2017-2018
 - Set up V-Ray rendering pipeline in Maya and Nuke script template for compositing.
- Compositing Intern | CheerDigiart VFX, 2015
 - Rotoscoped and composited several clips of Taiwanese movies.

🎓 EDUCATION

- MFA, Animation & Visual Effects, 2017-2019
Academy of Art University | San Francisco, CA
- BFA, Multimedia and Animation Arts, 2010-2014
National Taiwan University of Arts | Taipei, Taiwan